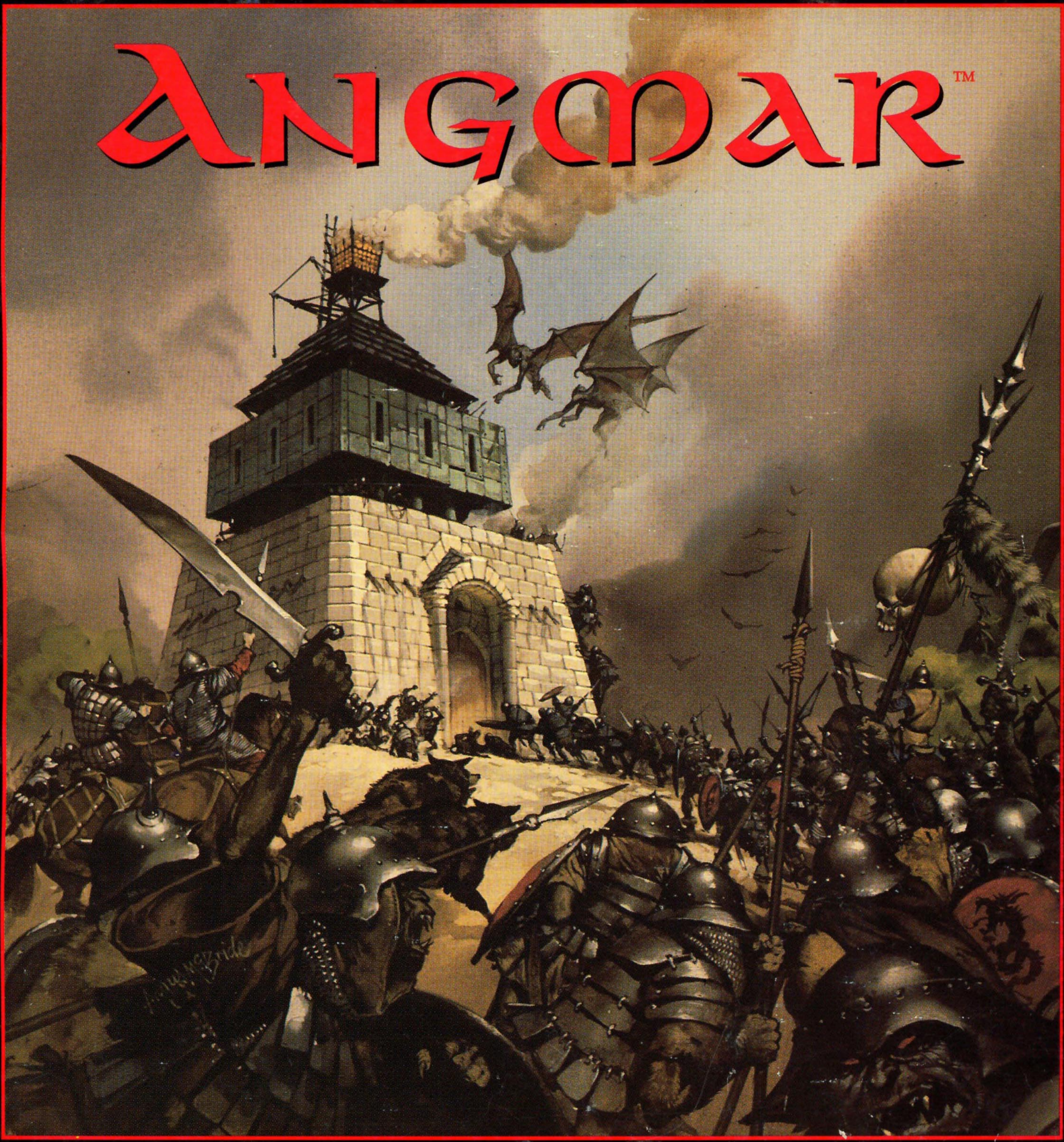
#2018

Middle-earth® Realm

I.C.E.®

ANGMAR™



Based on J.R.R. Tolkien's THE LORD OF THE RINGS™

ANGMAR™



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Note: *ICE's "Angmar" is a revision of a previously published work entitled "Empire of the Witch-king." While ICE has added some new material and reorganized the data, most of the prose here was already in print when we began our revision.*

Produced and distributed by IRON CROWN ENTERPRISES, Inc.,
P.O. Box 1605, Charlottesville, VA 22902.

Second U.S. Edition 1995 Stock #2018 ISBN 1-55806-244-0

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1.0 INTRODUCTION

Glorinion shuddered and pulled his woolen cloak more tightly around his shoulders. The north wind was bitterly sharp, but did not entirely explain the Dúnadan spy's discomfort. A dull, penetrating miasma of evil seemed to seep from the building in whose shadows he lurked. Gargoyles loomed above its corners; at the cornice, where columns entwined with serpents supported the roof, vultures brooded amidst ivy and hanging mosses.

This structure was but one of the many dark temples in Litash-ishi-Durbaz, the Witch-king's city of Sorcerer-priests. Which one contained the Rilluinmir, the enchanted heirloom held ransom by the Gulmathaur named Camthalion? Glorinion shrugged. He didn't know, but he intended to find out!

With jutting chin and narrowed eyes, the Dúnadan strode from the side of the crouched griffon into thin sunlight. He glanced over his shoulder. Few people walked the streets, and most had a pinched, careworn cast to their faces. Returning his eyes forward, Glorinion cringed.

A black horse with maddened, flaring nostrils reared above him, its hooves two bright arcs of steel descending toward thee spy's unprotected head. Astride the horse, a cloaked figure traced a rune of power in the air, proclaiming, "Glorinion na Gloranon, my lord and master awaits your presence!"

Only the strong and the valorous dare penetrate Angmar, a land of grave terrors and boundless possibilities for heroism. Despite the terrifying power of the Witch-king, brave and cunning adventurers may find glory in assisting the struggles of the Free Peoples. Through centuries of harrassment, the Lord of Morgul and his followers have bent their considerable military resources and bloodlust toward the enslavement and destruction of Arthedain. The intelligence one hero gathers on a spying mission into the desolate lands of Angmar or the small battles he wages on its borders can tip the balance of power decisively to the good.

Adventure Gaming

Angmar is the third title in ICE's *Realms of Middle-earth®* adventure game series. Each work in this collection documents a specific geographic region or political entity in Tolkien's Middle-earth. Other volumes include ***Arnor™***, ***Mirkwood™***, ***The Shire™***, ***Southern Gondor™***, etc. Each is a comprehensive compendium describing notable events, sites, and characters from a host of Endor's most storied locales. This realm module details the land of the Witch-king, the chief in importance of Sauron's nine nazgul. In addition, ***Angmar*** provides you with summaries and charts describing the region's inhabitants, sites, and challenges in a fantasy gaming context. These works are, after all, adventure game supplements.

As you may already know, adventure games include fantasy role playing and simpler story telling games. These games are akin to plays or interactive novels. The referee, or gamemaster, serves as a sort of actor/director, while the players portray the main characters. Everyone combines their imaginative talents to conceive a spontaneous story which is never short of action, intrigue, and adventure. Over the years, gamemasters have chosen Endor, Middle-earth, as the setting for adventure games. No fantasy world exceeds Tolkien's creation in terms of depth, flavor, and consistency—or as an adventure gaming locale.

Angmar serves as a helpful tool for gamemasters and players seeking knowledge about Hobbits and that portion of Eriador in which they come to dwell. It is an ideal reference work for anyone using any major fantasy role playing game guidelines, in particular ICE's *Middle-earth®* series. Those wishing to explore Endor in the context of an adventure game will find this work invaluable.

Using this Work

Angmar begins by locating the history of the Witch-king's empire (Section 2.0) in relation to the fate of Arnor's successor kingdoms. Section 3.0 describes the animal and vegetable inhabitants of this stark, volcanic region, from its poisonous plants to its foul beasts that are the stuff of legend. Section 4.0 surveys the tribes of Men and Orcs that pledge their loyalty to the Witch-king; Section 5.0 tells how these groups have organized their military institutions and which figures have risen to the highest commands. From there, ***Angmar*** moves to a discussion of the kingdom's reason for being—the waging of warfare (Section 6.0). Section 7.0 provides information on some of Angmar's impressive fortresses, including the Witch-king's impenetrable red stronghold, Carn Dûm. Mannish settlements (such as Litash, a center for soldier-priests) are described in Section 8.0, and Orc-holds are the subject of Section 9.0. Northeastern Eriador was inhabited before the present evil settled there, however, as the vestiges of Elvish and Adan burial sites detailed in Section 10.0 will attest. Section 11.0 offers guidelines for GMs on such facets of the game as character creation and language use, as well as suggestions for lively adventuring. We finish with an array of appendices, tables, and charts pertaining to ICE's ***Middle-earth Role Playing™***, ***Rolemaster™***, and ***Lord of the Rings Adventure Game™*** systems.

The Sources

This is an authorized secondary work. It is specifically based on ***The Hobbit*** and ***The Lord of the Rings***, and it has been developed so that no conflict exists with any of the other primary publications. Of course, always remember that the ultimate sources of information are the works of Professor J.R.R. Tolkien. Posthumous publications edited by his son Christopher shed additional light on the world of Middle-earth.

Angmar is based on extensive research. We uphold the high standards associated with legacy of J.R.R. Tolkien. By blending material from primary and secondary sources with rational linguistic, cultural, and geological data, we insure that any interpretive material fits into Professor Tolkien's defined patterns and schemes. Keep in mind, however, that this is by no means the "sole official view."

Since we derive the material in ***Angmar*** from authorized sources, we provide citations to pertinent sections in ***The Hobbit*** and ***The Lord of the Rings and*** other major works by J.R.R. Tolkien. Where we have extrapolated information, we either omit citations or we refer to publications in ICE's *Middle-earth* adventure game series.

2.0 ERIADOR AND THE IRON-HOME

Angmar presents the Witch-king's empire during the period of T.A. 1600 to 1700. This era was chosen with a variety of factors concerning the history of Middle-earth in mind. It yields interesting possibilities for adventure while simultaneously recreating some of the glories of the Third Age. In Gondor, travellers may see the fair city of Minas Ithil before it became Minas Morgul, and in the North adventurers may prowl the town of Tharbad or enjoy the beauty of Fornost, the King's Norbury. Dwarves may turn their eyes from the monuments of men and walk among the splendors of Khazad-dûm before it falls into shadow.

Nor will the era be completely alien to those familiar with Middle-earth at the time of the War of the Ring. The Hobbits have lived in the Shire for a hundred years, and the Barrow-downs are already haunted. An innkeeper named Butterbur entertains his guests in the ancient town of Bree, like his father before him. Isengard, however, is wizardless, and no Riders of the Mark dwell in the rolling plains of Rohan. The current emptiness of Eriador will return at the time of the War of the Ring; the plague of T.A. 1636 decimated many settlements. The region has become a no man's land to tempt the adventurous. The North lies under the evil shadow of Angmar, a presence that cannot be ignored. At the same time, the relative security of the North Kingdom of Arthedain provides a safe retreat and a cause to strive for—if adventurers so wish. This century presents a balance of the powers of good and evil, adventure and safety. The player characters can fight dark powers, but they are not pressured to do so; the fall of the North Kingdom still lies far in the future.

Another advantage of this period is that it allows PCs to adventure upon the Middle-earth that they know and love without substantially altering the history of the War of the Ring. Yet, the gamemaster does have the opportunity to change the history of the North Kingdom; Arthedain may stand or fall depending on the actions of adventurers.

2.1 BACKGROUND

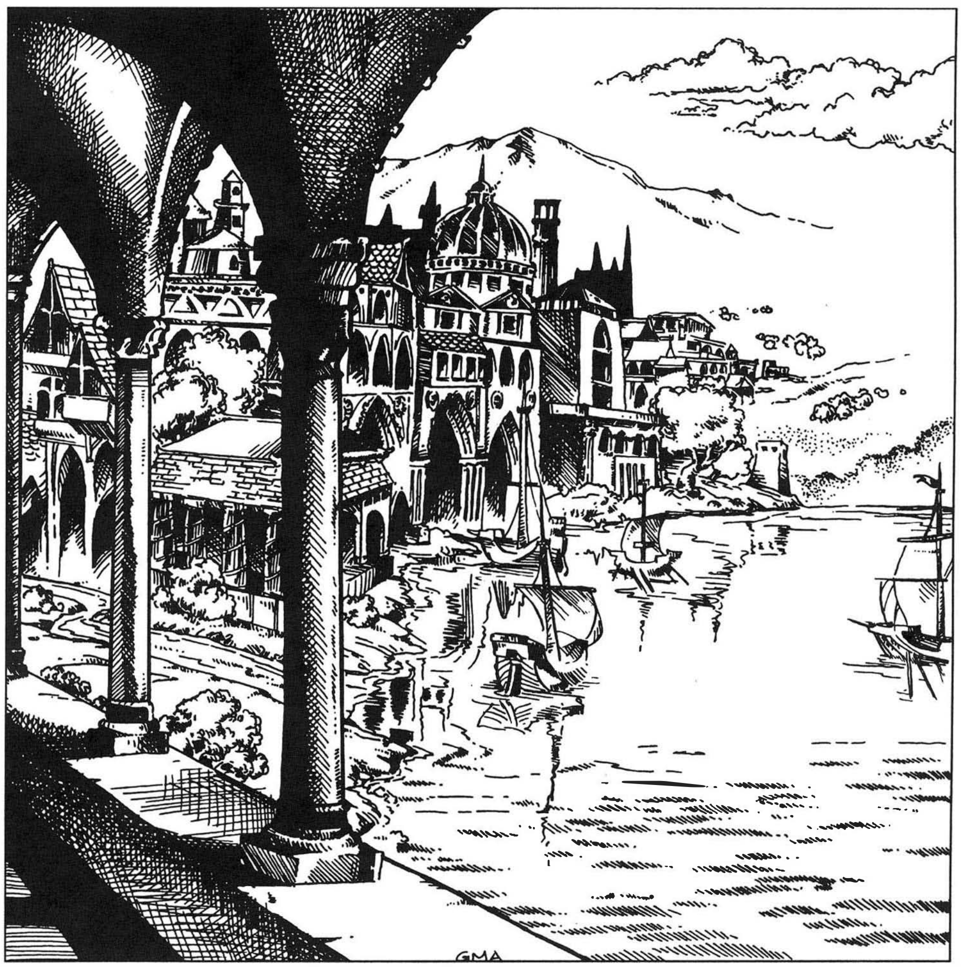
"It is ever so with the things that men begin: there is a frost in Spring or a blight in Summer, and they fail of their promise."

—***LotR III***, p. 182

Elendil and his heirs founded the Kingdoms in Exile when they came to Middle-earth from Númenor: Gondor in the South and Arnor in the North. Both were fair and prosperous realms through the beginning of the Third Age. At that time, the history of the two kingdoms parted; the star of Gondor rose, but that of Arnor was plunged into darkness.

Two forces brought the destruction of the North Kingdom. The first was the waning of the Dúnedain who dwelt in Arnor. The second and far greater was the shadow that came from the land of Angmar. The men of Arnor withstood the evil power of the Witch-king for six long centuries before they fell, a tribute to the strength and power of the Dúnedain of the North.

Capital of Annúminas



Arnor had suffered comparatively little in the war against Sauron at the conclusion of the Second Age, and the kingdom should have prospered. Although the numbers of the Dúnedain had been reduced, they were still great. The climate of Arnor was mild, and the land was fertile and free of enemies. For a few hundred years matters went well, but the air of Eriador proved unwholesome for the descendants of Númenor. Arnor fell into decline long before the land held any whisper of the shadow of Angmar. The Dúnedain abandoned their capital of Annúminas upon the shores of Lake Nenuial and withdrew to the lesser fortress of Fornost.

In the ninth century of the Third Age, the heirs of the kingdom failed to agree on the succession to the throne of Arnor. In T.A. 861, the strength of the northern realm was divided into three kingdoms: Cardolan, Rhudaur, and Arthedain. The quarreling continued; Rhudaur and Cardolan contested the possession of the tower of Amon Sûl and its palantír. The watch against evil slept in the North as men turned inwards and concerned themselves with their own affairs. Rumors that the darkness was multiplying in the mountains did not interest them—for Arthedain and Cardolan at least, the mountains seemed a long way off. None gave their attention to the sinister valley in a northern fork of the Misty Mountains.

Mountain pass above the Men Rhûn



The Witch-king arose in Angmar during the realm of Malvegil of Arthedain, sometime between T.A. 1272 and 1349. Men suspected the growing evil in the mountains, but Angmar continued to amass its power unmolested. No assaults on the Dúnedain came until Argeleb, the son of Malvegil, assumed the throne.

The next sixty years were dark ones for the Dúnedain of the North. Inhabitants of Rhudaur were driven out by evil Hillmen in league with Angmar, and Argeleb was slain in battle. Together, Arthedain and Cardolan held the Weather Hills against Angmar. In T.A. 1409, the Witch-king of Angmar released his deadliest assault—Amon Sûl was razed and burned, and the Dúnedain were forced to flee westward. Cardolan was laid to waste. Help came to the Dúnedain from the Elves of the Grey Havens, Rivendell, and Lórien; thus, the armies of Angmar were repelled from Fornost and the North Downs and forced to withdraw to Angmar. The shadow of the North was contained for a time.

2.2 ANGMAR

The land of Angmar is one of the grimmest places in all of Middle-earth. It is not black and twisted like Mordor, but heartbreakingly cold and barren. It occupies a northern fork in the western Misty Mountains, and spreads over the slopes of the eastern Misty Mountains where the Anduin's source foams from a narrow chasm down a long waterfall. Little activity is centered upon the barren plain between the fork in the mountains; Angmar's border guard of men is set in the rolling hills upon the edge of the low plateau. These soldiers watch the long border road that runs from Carn Dûm to the southern tip of Angmar. The Orcs prefer the safety of the tunnels in the mountains. In the east, the Witch-king requires no border guard; the mountains bar entry into Angmar from that direction, except to those who know the Orcish tunnels.

2.3 OBSERVATIONS OF A SPY

The following notes are taken from the stories of Carr, a spy in the service of the Arthadan kings. Carr was born east of the Misty Mountains in northern Rhovanion and came from common stock, but he was greatly respected by the Dúnedain. His tales and reports gave them much valuable information regarding the enemy kingdom of Angmar, where he lived covertly for many years, occasionally slipping away to visit settlements on the edge of the lands of the Free Peoples.

These passages are extracts from a book dictated to the scribe Bethsammen in Annúminas. The book describes two years during which Carr moved about Angmar with a caravaneer responsible for distributing goods among the Witch-king's scattered subjects.

"The mountains rose, and the trail wound outward into a great silence. All one could hear was the dull strike of the horses' hooves upon the rock-strewn way. The heaving warmth of the animal slowly crept through to my legs, and I thrilled again to the sight of the road which leads into the vast unknown heart of Angmar's mountain domain. Under a cloudless sky by day and a star-filled heaven by night, we moved across that country. The long caravan ambled through narrow defiles and over sweeping highland passes; it meandered past distant hamlets and traversed barren grasslands dotted with nomad tents. We crossed the thundering Gabhra River where two large tributaries converge beneath the sinister shadows of towering crags. Farther east, we entered still wilder lands, and Thraknur's retainers fanned out to rout bandits and Orcs lurking in the hollows.

"As darkness came, there befell a sudden volley of arrowfire from the cliffs above us. Keeping away from the light of the fire, Thraknur's men immediately returned the attack with bolts from their powerful crossbows. Perhaps it was but a test of strength or some robber's welcome, the sort of local custom common to many areas of Angmar. The firing ceased, and the night reverted to chilly silence.

"Vast areas of this upland region are void of both trees and men. Earlier in the year it would have been green and inviting, but at this time the broad vales were parched and cheerless. The icy wind soughed through the dry giant sorrel, and above our heads hawks circled endlessly; buzzards tore out the entrails of any hapless beast that faltered on the track. The higher we went, the smaller the streams became until they were mere trickles gurgling over cold grey stones. Yet even there minnows darted through the pools, and tiny birds skimmed across the boulders. Most flowers had already perished, but nodding crowfoots, hardy mountain blooms, still turned their faded faces sunwards, gazing from the frozen land into the icy dome above. Where mountain ox trails, marked by endless, hoof-worn ruts, stretched out across the undulating land, the way was strewn with cattle-dung and bones bleached white in the sun. Here and there, tufts of marshy grass raised hostile spines, and some small bush burst into a flame of autumn red. At intervals, blackened stones told of a traveller's fire and camp pitched in the dusk.

"There in the far distance I saw the trail bite deep into the bare shoulder of the hill, its paths like furrows laid upon a human back. My vision followed it upward to the place where sky and ridges met."

After Carr's description of the approaches to the mountainous heartlands of Angmar from the northern Ettenmoors, he tells of his arrival in a strange town centered on a shrine devoted to the worship of the Dark Lord and the Enemy. Here, in Litash-ishi-Durb'z, the evil military priests who do the Witch-king's bidding and carry his rule across the realm are trained.

"Litash itself is divided into two parts. There is the city of laity, mostly slaves and slavemasters, and the city of the priesthood. The former is comprised of one long, dusty street bordered by low flat-roofed dwellings. At the time we were there, part of the built-up area was in ruins after an earth tremor during which a number of slaves had tried to escape. The remains of some could still be seen, skeletons wrapped in wind-dried skin like parchment, nailed with barbed spikes to the clay walls of their dwellings. Between the valley's sides and the town lay big open greens where day after day hundreds of mountain oxen were slaughtered. Every fifty yards or so, across the open stretches of grass, a group of local slaves worked at this butchery with the men of the caravans, living amid piles of reeking ox skins on the blood-soaked earth. Hung up on wooden stands were sides of ox flesh. Scavenger dogs prowled to and fro cringing from stones and curses as they fought for scraps of flesh, while audacious crebain swooped down from the skies hoping to take their fill.

"During our stay in the town, I met with a black priest and, dissimulating, fell in with him on some pretext. He offered to escort me around the great priest-city. The shamanery was the fourth largest of its kind, he claimed, and had attached to it some hundreds of military priests, although not all were in residence. Passing out of the slave-city, we entered the shaman's quarter. To our left and right were the houses of the shaman-soldiers, slate-grey buildings with ornate windows and slanted, overhanging roofs. They stood together along the twisted road ascending to the head of the valley. Deep shadows concealed steep steps and narrow alleys running between the residences from the main roadway.

"Eventually my guide brought me to the main temple at the head of the priests' citadel. Although a stranger, I was nevertheless permitted to enter. Through a series of confusing corridors, we came at last to a large chamber. The floor was panelled in polished, dark-stained wood. The lofty ceiling was supported by carved red pillars inlaid with gold. On the east, west, and south sides of the hall were balconies which overlooked a spacious area used as an auditorium for large convocations. The entire design of the hall concentrated one's attention on the north side where two wrought-iron gates, some twenty feet high and twelve feet broad, guarded a black, foreboding enclosure. We crossed the wooden floor, followed by the swooping shadows of bats, and peered through the steely trellis of the imposing gates. The region beyond was so dark that at first nothing was discernible. Then, gradually, I became conscious of a few temple lamps burning dimly both above and below where we stood. As I peered upwards beyond the lamps, I saw at a height of some forty feet a gigantic gilt face. The pale glimmer of burning butter-oil was the only illumination; but I could still make out the single, lidless Eye."

After a number of disturbing experiences in which he came close to being unmasked, Carr was eventually able to leave Litash. His caravan headed across the Hithaeglir through the highest northern passes to the road to Rhûn.

"The whole caravan, now more than ten score animals strong, slowly crossed the Litash plain. At about 17,000 feet, we pitched camp in the shelter of a great boulder. The oxen grew restless, and with so many of them about it seemed as though the tent might be ripped to shreds before the dawn. The following day we climbed still higher. Huge pointed rocks soared above us, and we came to a lake which was not completely frozen, despite the cold. On reaching the top of the pass, which must have been almost 18,000 feet, a magnificent spectacle lay before us: a range of glacier-carved peaks sparkling with snow and ice.

"We descended for hours through sand, dust, and rock until we reached the grassy floor of the valley 3,000 or 4,000 feet below. From then on, at intervals, groups of men and other inhabitants joined us or passed in the opposite direction on the track. In some areas, the population was surprising. Despite the seeming vacancy of this region, beings emerged from the folds of the grasslands, like so many moles coming out of their burrows. To see a band of fully-armed Estaravi or Bollug Orcs suddenly swirl round a knoll of the hills was enough to make your blood run cold, but none attacked our protected caravan.

"Nearly a week's ride from Litash, we reached the final pass that marked the beginning of the long descent to the Men Rhûn proper. Below us, a vast belt of pinewoods dropped away through which the rough, steep track zig-zagged down. Across the yawning valley, buttresses of rock rose sheer, thousands of feet above the forest. In lofty crevices, snow had accumulated, whilst at lower levels the shale screes played their rubble fingers through the trees. Down and down we went, the rocky path winding through the great firs. Now and then, we passed through an area of dead trees, perhaps blasted by the drakes of the Withered Heath who are rumored to play and hunt here on occasion. The brilliant sunshine streamed in slanting rays through the ghostly branches to illuminate the gloom temporarily, and then we were plunged into shadow yet again. I found my way along the twisting path, leading my mount round the boulders and the fallen trees. The descent seemed endless, but the firs gradually yielded to a kind of holly, and the vegetation softened. At long last, we burst out into the sunshine, and the riders filed one by one along the narrow track to a mangy village, the first of the way-stations on the route east. Down through the village came the whole cavalcade, passing between the twig huts and then clattering over the little wooden bridge to flood into its enclosure."

Carr remained with the caravan only a few more weeks before leaving in the middle of the night to cross the dangerous Plain of Erebor alone. He sought the civilized land of Dale under the Lonely Mountain, from whence he returned through Mirkwood and the High Pass to Eriador.

Much of the information in this slender guide to the right hand of the Dark Lord's domains was recovered by Carr in person. It is hoped that his experiences and revelations will encourage the young and daring to follow in his footsteps and strike another blow for Arthedain and the Free Peoples of the North.

3.0 THE LAND

Although it is cold, stark, and solemn, Angmar provides dramatic and beautiful vistas and supports a surprising number of plant and animal species. Its imprisoned vales and threatening peaks guard a rich ecosystem as well as providing a refuge for the minions of the Witch-king.

3.1 THE TERRAIN

Angmar, the Witch-king's "Iron-home," is a sheltered but desolate highland region. Its two plateaus separate the Northern Wastes from northeastern Eriador and northwestern Rhovanion to the south. Because of its latitude, altitude, and rocky, infertile soils, even the gentlest lowlands of Angmar are uninviting and wholly unsuited to agriculture.

3.1.1 THE NAN ANGMAR

The vast bowl formed by the two arms of the northern Misty Mountains (S. Hithaeglir) is called the Iron-home Valley or "Nan Angmar." This vale is actually a tilted plateau: starting at an elevation of 5,673 feet near the Angirith (S. "Iron-pass") in the southeast, it descends in a northwestward direction, dropping to about 2,100 feet at the point where the Angsiril (S. "Iron-stream") spills through the mouth of the bleak valley. Here, the streambed is only 300 feet lower than the shelf at the base of Carn Dûm, a point thirty miles to the north.

Unlike the rest of Eriador, the Nan Angmar constitutes a vast transition zone of heath. Coarse grasses, mosses, lichens, ferns, heathers, liverworts, and various bizarre succulents dominate most of the landscape, giving way to true tundra in the north and scattered woodlands in the south. Bare rock and scree cover a sizable portion of the sheltered plateau, however, and nearly a quarter of the valley is little more than a cool desert.

While the region's rainfall and glacial runoff produce a great deal of freshwater, the lower reaches of the Nan Angmar are quite dry due to the prevalence of karst in the region. This deeply eroded limestone manifests itself in many ways, but it invariably absorbs water like a sponge. Rains and waterways cut through fissures in the karst, creating and expanding cracks, sinkholes, canyons, and underground channels, and robbing the surface of moisture. Most of Angmar's water finds its way to the Bay of Forochel by way of underground rivers. Even where streams wind through the rocky landscape during the spring and early summer, the rivulets disappear into cavities during most of the year, continuing to carve out caves below the ground.

The two most common types of karst formations are called stonements and stonefields. Both are subject to intense erosion because of the highly soluble limestone. Stonements resemble flat plazas paved with rock whose grass- or moss-filled joints are deeply etched as if by knife cuts. Originally scoured by glaciers during the Elder Days, these formations constitute two belts that separate the

Angsiril Cut from mountain foothills to the north and south. A vast cavern network lies beneath the stonements; many of the caves have been joined by mining and by the subterranean Orc-road that runs through each of the two stonement belts.

Angmar's stonefields hug the mountainsides and cover flat clefts in the highlands. These astoundingly level nooks are flooded by the snowmelt every spring, but they are parched and dry for ten months of each year. Alluvial deposits on the floor prevent quick absorption of the water, so the moisture drains through gaping cuts at the base of the surrounding hills or mountains. Caves surround the barren stonefields, rather than lying beneath them, as is the case with stonements. And while stonements present a tremendous obstacle to overland travel, stonefields act as great, gravel-covered avenues.

3.1.2 GUNDALOK AND THE TWIN PASSES

The Gundalok shelf situated to the southeast of the Nan Angmar faces eastward from the steep eastern face of the Misty Mountains. Sundered from Angmar's main valley by the Hithaeglir's spires, it is connected to the rest of the kingdom in two ways, via overland passes and underground tunnels. The two passes, the Aksa Ruin and the Angirith, are less than ten miles apart and join in a great geyser basin (the "Nanil Ruin") about twenty-seven miles west of Gundalok. Like the region around Carn Dûm, this area experiences intense volcanic activity. Great fissures in the dominant limestone have permitted lava to reach the surface, and volcanos spew fire and ash over both clefts. The denser granite and basalt brought to the surface here has cooled and formed islands and chimneys of black rock that contrast sharply with the greys and reds of the rest of the range.

Gundalok itself is a flat, grassy escarpment that surrounds the northwestern Anduin Vales and guards the cleft between the Misty Mountains and the Grey Mountains known as Den Lóke (S. "Dragon Gap"). Two major rivers and a host of smaller streams flow across the limestone plateau, which is more fertile than the Nan Angmar but too cool to support farming. Both rivers carve deep gorges into their beds. The Sîr Gundabad to the north slices a sharper cut, a 3,000 foot karst canyon flanked by over 500 caves. The gorge's greyish cliffs are virtually sheer, even steeper than the 400 to 1,500 foot fells that separate the main plateau from the Valley of the Anduin (Nan Anduin) and mark the eastern boundary of the Kingdom of Angmar.



Gundalok's volcanic passes

3.1.3 WATER

No great waterways find their way through the Nan Angmar. Even the Angsîril is essentially unnavigable. Although rivulets abound, most of the water flows through underground channels. The countless creeks originating in the alpine ponds tend to plunge into sinkholes.

The glaciers that sweep through the upper vales of the Hithaeglir still excavate basins for ponds and lakes, and the region is blessed with thousands of mountain reservoirs. Along with the steady rainfall and the snowmelt, these pools account for Angmar's reputation as a great watershed.

3.1.4 THE NORTHERN MISTY MOUNTAINS

The northernmost peaks of the Hithaeglir are modest when compared to the mountains further south, but they are no less imposing. Because of their low tree line, severe inclines, and vast snowfields, the northern Misty Mountains form a virtually impassable barrier. Their steeper eastern faces challenge the toughest alpine beasts and the most skilled of mountain rangers.

Mount Gundabad is the tallest spire in the region. It reaches a height of 12,985 feet, while only a few neighboring summits exceed 11,000 feet, and most of the area's massifs range from 8,000 to 10,000 feet in height. The mountains at the northernmost end of the chain are generally smaller. Even Carn Dûm, by far the mightiest of these remote peaks, rises only 9,630 feet.

Carn Dûm is one of many igneous protrusions in a primarily limestone uplift. Reddish in color, it resembles the great horn of Caradhras above Moria. Both mountains are comprised of andacite porphyry, a hard, smooth rock typical of places with violent volcanic swells. Exposed by glacial carving, porphyry and other igneous stone—like basalt, obsidian, and pumice—form pockets throughout the northern Hithaeglir. Hornpeaks are sculpted from the densest of these rock protrusions.

The majority of the range consists of brownish grey limestone and grey granite. Spectacular in their own way, these mountains stand like teeth in a pair of jaws surrounding the Nan Angmar. Their countless caves provide shelter for the creatures and monsters that live in the highlands above the Angmar Plain. But their flanks force the westerly winds upward, providing steady rainfall for eastern Eriador and robbing the Witch-kingdom of precious moisture.



Jessamine

3.2 THE CLIMATE

When it fails to rain along the mountainsides, the cooling of the air yields mist, hence the name the Misty Mountains. This great range generates its own unique weather system and insures that the climate in Eriador is distinctly different than that of nearby Rhovanion.

The following is a summary of the regional weather trends in the Angmar region. Since the Dúnedain of Arthedain utilize Sindarin labels for their months, and theirs is the dominant calendar, we have chosen the Grey Elven names as the standard.

WEATHER TABLE

	Nan Angmar	Arthedain	Rhudaur	Gundalok
Narwain	-20°-15°F	10°-32°F	5°-25°F	10°-32°F
(winter)	Snowy	Mod. Snow	Snowy	Mod. Snow
Nínui	-20°-15°F	10°-32°F	5°-25°F	15°-32F
(winter)	Snowy	Mod. Snow	Snowy	Mod. Snow
Gwaeron	-20°-15°F	28°-40°F	15°-35°F	35°-45°
(stirring)	Snowy	Rainy	Rainy	Rainy
Gwirith	0°-35°F	38°-55°F	30°-50°F	40°-60°F
(spring)	Snow/Rain	Normal	Normal	Normal
Lothron	35°-45°F	60°-70°	50°-65°F	40°-60°
(spring)	Mod. Rain	Perfect	Normal	Normal
Nórui	40°-60°F	70°-80°F	65°-75°F	70°-80°F
(summer)	Mod. Rain	Mod. Rain	Mod. Rain	Normal
Cerveth	50°-65°F	70°-80°F	65°-75°F	70°-80°F
(summer)	Normal	Normal	Normal	Normal
Úrui	55°-65°F	70°-80°F	65°-75°F	75 -85°F
(summer)	Normal	Normal	Normal	Normal
Ivanneth	50°-77°F	67°-77°F	60°-70°F	70°-80°F
(autumn)	Normal	Normal	Normal	Normal
Narbeleth	50°-35°F	67°-50°F	60°-45°F	70°-60°F
(autumn)	Rainy	Normal	Rainy	Normal
Hithui	35°-20°F	50°-30°F	45°-30°F	60°-45°F
(fading)	Snowy	Normal	Normal	Normal
Girithron	20°-15°F	35°-12°F	30°-15°F	20°-40°F
(winter)	Snowy	Snowy	Snowy	Rain/Snow

Temperature: Degrees are expressed in Fahrenheit. Note that most peoples do not describe temperature so precisely; they simply describe the temperature as cold, cool, warm, or hot.

Precipitation: Refers to % chance of rain or snow falling on a given day.

Moderate Rain: 15% rain; partly cloudy.

Moderate Snow/Rain: 5% snow; 2% sleet; 8% rain; partly cloudy.

Normal Rain: 25% rain; partly cloudy.

Rainy: 40% rain; cloudy.

At higher mountain altitudes, snow will always occur when Moderate Snow/Rain yields a precipitation result.

3.3 FLORA

The flora of Angmar range from the lichens and grasses of the tundra to the towering forests of pine covering the slopes of its southern mountains. Plants vary with the terrain; the plateau of the Nan Angmar is barren and rocky, dominated by forests of scrub pine which give way to more substantial woodlands towards the southern borders. The hills in the south are patched with darker glades of firs, sources of dread to the villages of Angmar. Further to the north, the trees are stunted and the woods grow sparcer; the vicinity of Carn Dûm is almost entirely tundra.

Common Plants

The cold and wintry uplands of Angmar might seem inhospitable, but to the botanist they contain a rich diversity of life. Across the heathery hummocks and hollows of the Vale of Angmar and up into the Misty Mountains themselves, shrubs and grasses clothe the frozen earth. Meadow fescue, foxtail, sedge, flowering moss, wild rye, flax, cowslips, strawflowers, and thistle provide grazing, of varying quality, to herds of wild and domesticated animals.

On the lower slopes, woods and forests survive in the reaches where Men and Orcs has not yet stripped the earth. Shepherds and plowmen are as much to blame as woodcutters for the loss of much of the thick forest which once blanketed this landscape. In the still-wooded areas of the foothills, oak, elm, ash, and pine gradually give way to birch, willow, hazel, and the holly bush. The mountain ash or rowan is the last survivor among the trees on the upper slopes.

On higher ground, numerous bushes and shrubs thrive. Mountain azalea (Or. Drûth) contrasts with the ugly leastwillow, but both provide useful shelter to animals. Alongside them grow the buckthorn, the spindleberry, gorse (Or. Forrzhunk), and blue heather (Or. Mrraun)—a larger, woody version of the ground-carpeting ling heather.

In the highest vales and slopes, the vegetation is reduced to mosses and scattered sedges and grasses. These include flowering varieties such as moss campion, mossy cyphel, and foxtail grass. The tough and stiff mat-grass (Or. Bartrull) has bristle-like leaves and spikes on one side; it grows to 8" long. The lucky traveller might come across a bilberry bush with its succulent blue fruits. The cloudberry, meadow rue or tufted saxifrage, and currant bushes all add color to the snowlands.

Dangerous Plants

Not a few of the plants in Angmar are dangerous to the unwary. Celandine has a sap which irritates the skin, severely in some cases. Jessamine has beautiful flowers, but their nectar is poisonous. The toxin is transfered to honey by bees that visit the plants; it causes weakness, double vision, and occasionally respiratory failure in those who ingest it.

Most well known is poison ivy whose broken leaves can irritate or blister skin; even the smoke from a fire fed with the leaves causes this reaction. The milky sap of the manicheel tree is also highly irritating and can cause blindness. The spurge produces berries whose juices cause a painful rash when externally applied. Eating even a few of the small, juicy fruits causes severe stomach and digestive disorders.

The shepherds and oxherders are especially wary of snakeroot goldenrod, a seemingly innocent plant which passes its poisons into the milk of the animals that eat of it. Ingestion causes nausea, stomach pain, weakness, thirst, physical collapse, coma, and even death, depending on the dose and the strength of the individual.

3.4 FAUNA

Angmar is a wild land, with settlements isolated by tracts of moor, woodland, and uplands. These are the natural roaming grounds for herds and their predators. Red deer, moose, great elk (S. caru), and reindeer (S. losrandír) all range through the region. They are hunted by Men and Orcs, as well as by beasts such as the chatmoig (a grey cat), the wolf (Hi. degmurg), their larger cousin, the degmoig (Hi. warg), and the gaich (Hi. changer), a large fox that is black in summer, white in winter.

Rodents are also numerous, including large warrens of rabbits (of various species), hares, rats, mice, and beavers. One tribe of Orcs, the Urûk-urauq, keeps pens of the native black-and-white porcupine and uses their spiny hides as outer cladding for armour. Two hares are thought especially lucky to the Lossoth—the blue hare and the snowshoe hare. Both are rare, and the latter is rumoured to be intelligent and friendly to the Snowmen.

In the skies, birds of prey include the mighty great eagles and their more terrestrial cousins, the buzzard and the golden eagle. Their staple foods are the grouse and the ptarmigan, game birds hiding among the shrubs and grasses that are plumpest after a good summer feeding on the moorland plants. In wooded areas, tree bats menace travellers, but the crebain (sing. "craban") pose a more serious threat. These crow-spies of the Witch-king fly back and forth from Carn Dûm to keep watch on the surrounding lands.

Large creatures include bears (brown and black), Trolls, Giants, and a variety of dragons—from the small cold-drakes to golden-red, fire-breathing, winged monstrosities of the Withered Heath.

3.4.1 WOLVES

Wolves are the most feared animals of Angmar. Some have been tamed and serve the Witch-king, providing mounts for the Orcs or acting as independent spies and informers. Many a runaway slave has been chased to his death or into the arms of pursuing soldiers by wolves obedient to the Lord of Morgul. However, the majority of these terrible canines roam wild, prowling over all of the valley kingdom, from the tundra to the great forests. Their bellies are constantly hungry, and they will eat Men as often as they will lesser beasts. In the forest, they prefer the large deer that roam there. Further north, they hunt smaller game, such as rabbits and other ground rodents, and unprotected or weak reindeer. The topmost mountain crags are the only places that do not harbor wolves. Mountain goats, large and small, rule these high slopes.

3.4.2 BEARS

The brown bear is the wolf's fiercest competitor in the forests of Angmar and Rhudaur. These creatures vary in size (from 400 to 800 pounds) and are rarely dangerous to humans. Although bears are carnivorous, they also eat fruits, nuts, and honey. Their main staple is fish. Brown bears are less active during the winter and spend most of their time sleeping.

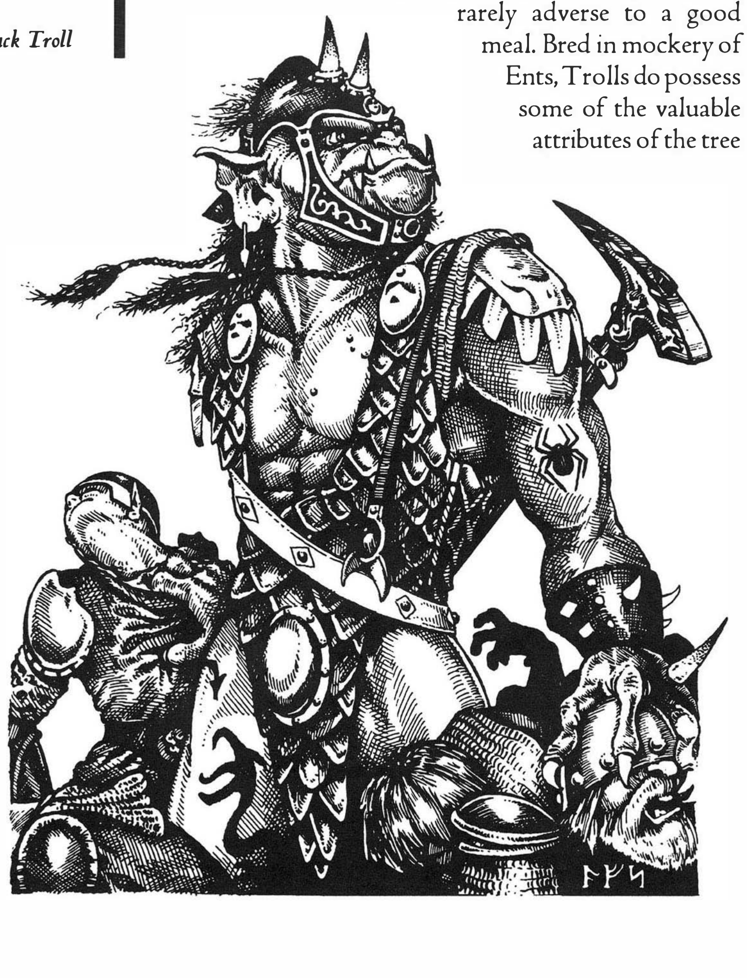
3.4.3 WILD TROLLS

In Carn Dûm lurk the Witch-king's latest experiments from Dol Guldur: the Olog-hai or Black Trolls. Covered with a black scaly hide and standing 11' tall, this Torog is immune to the effects of sunlight. Cunning and ruthless, Tereg make fearsome commanders of the Witch-king's Orcs.

The wilds of Angmar also, however, harbor small, isolated groups of Trolls acting loosely under the dominion of the Witch-king. These creatures are not used in the army, since their greed and stupidity make them difficult to control and direct.

Wild Trolls have lately made more frequent appearances in the no man's land between Angmar and Arthedain. They are a threat to travellers and occasionally raid outlying villages for livestock or attack a patrol of Mannish soldiers—in fact, the rising attacks have diminished the number of night patrols recently. The cave-ridden stonefields in the foothills of the Nan Angmar make ideal hideouts for Trolls, and their presence here is much more common. Shepards who roam the highlands train their dogs to steer the flocks clear of terrain bearing the scent of Trolls, but these hardy folk are also practical about the danger—they expect to lose a few sheep or goats occasionally.

Trolls are highly unpleasant opponents. Fortunately, their handicaps are significant—they turn to stone in the sunlight and are easily confused due to their extreme stupidity. They are also greedy and rarely adverse to a good meal. Bred in mockery of Ents, Trolls do possess some of the valuable attributes of the tree shepherds: they are strong, have tough hides (AT RL/11), and can be impressive in size, standing some eight to twelve feet.



A Black Troll

3.4.4 GIANTS

Giants are even less pleasant than Trolls, but fortunately more scarce. They rarely venture into civilized territory. Most live in the northern Misty Mountains that divide the kingdom and in the mountain spur edging southern Angmar, making life difficult for all other inhabitants. Their presence keeps the border between Angmar and Rhudaur free of both Dúnedain and Orcs, as well as more ordinary creatures.

Unlike Trolls, Giants possess little treasure. Since they can be seen, heard, and smelled from far away, their prospective victims are always given ample warning—Giants rarely surprise anyone. They are painfully shortsighted and weak-willed, making it remarkably easy to hide from them. Given their handicaps, they cannot afford to be fussy eaters and will cheerfully devour anything that looks like it might be edible. Perhaps five or six Giants reside west of the Misty Mountains, scattered throughout the foothills.

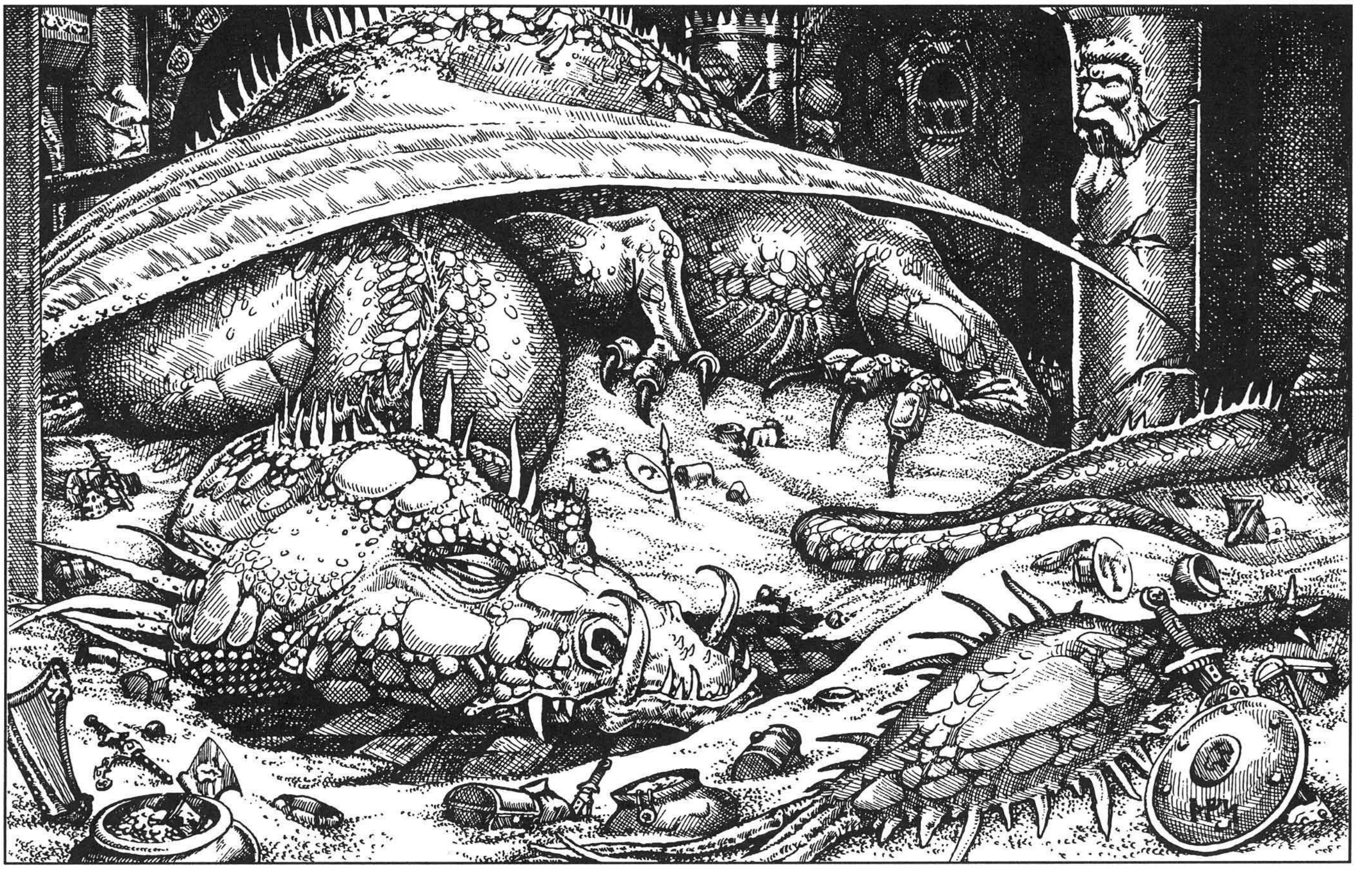
3.4.5 DRAGONS

The Hithaeglir harbor a dozen lesser drakes: cave drakes, cold-drakes, and land drakes particularly find that the karst formations provide comfortable lairs. Any crevice unoccupied by Trolls, Orcs, or wolves is likely to accomodate a dragon; travellers would do well to remain in their tents rather than seeking shelter below ground. Fell beasts, cousins to the winged-drakes, enjoy the cold climate of Angmar, but prefer caves located at higher elevations. Unlike their kin, they do not frequent the nooks and crannies of the foothills. Following are descriptions of two great dragons that occupy lairs in the Iron-home.

Scorba the Worm

The mountains of northern Angmar contain the ancient Dwarven city of Zarak Dûm. Its mines are rich in precious ores, and the Dwarves there once prospered. The complex was never large as Dwarven cities go, for it was too close to Khazad-dûm to become a great gathering place. Instead, it served as one of the many Dwarven outposts, such as those in the Blue Mountains, from which the residents of Moria received precious metals and gems.

Among Men, the existence of Zarak Dûm is but a rumor, since the city was abandoned in the century before the coming of the Witch-king. The Dwarves of Zarak Dûm were victims of a devastating plague, and few survived to report the disaster to their king. The tumultuous events of the North in the following centuries prevented the Dwarves from reoccupying the city. Yet many still find the thought of the uncollected treasure lying in Zarak Dûm seductive, and were it not for the Witch-king the city would surely be reclaimed. Unknown to the Dwarves, though, Zarak Dûm has become the new home of Scorba the Worm.



Scorba the Worm

Scorba is a great, red-golden fire-drake who grew bored of living in the Grey Mountains. His new commodious residence, complete with treasure, suits him perfectly. Like most dragons, Scorba is of sedentary habits; he spends much of his time sleeping upon a large pile of treasure in the great hall of the city.

The Worm is intelligent, greedy, devious, and selfish. He works for nobody but himself and will know instantly if his hall or treasure have been disturbed. He will bide his time if he feels that he is at a disadvantage, waiting for a change in circumstances. His sense of smell, sight, touch, and hearing are superb. If Scorba discovers anything missing from his hoard, he will lay waste to the surrounding countryside in an effort to catch the thief. He is quite up to the usual dragonish tricks and cannot be trusted. He enjoys a good meal and feasts on reckless Orcs and foolhardy Men every few years. The Witch-king tolerates his presence, since Scorba makes an excellent border guard—and a considerable foe.

Like another fearsome drake, Smaug, who was surrounded by "countless piles of precious things, gold wrought and unwrought, gems and jewels, and silver-red stained in the ruddy light" (read *The Hobbit*, p. 206), Scorba's couch rests on an almost inconceivable amount of wealth. It is impossible to describe the contents of the hoard, but a Gamemaster might recall that even a one-fourteenth share of Smaug's treasure "was wealth beyond that of many mortal kings" (read *The Hobbit* p. 275).

All of the weapons and armor in the hoard are of Dwarvish make and slay enemies more readily by virtue of their superior (+5) construction. There are a dozen sets of enchanted (+10 or +15) weapons and armor and several items of mithril, ranging from the useful to the purely decorative, including (+20) chain shirts, swords, war hammers, tableware, and beautiful jewelry. The Gamemaster should roll dice to determine the size of the armor; since this is Dwarven treasure, most of the armor is probably Dwarf-sized. The hoard might also contain a number of rare and wonderful, but not powerful, magic items. Some examples follow.

— Swords that detect Orcs, magic, evil, etc.;
— Magic harps that always remain in tune;
— Dwarven forging tools;
— Magic +5, +10, +15 weapons and armor;
— Dwarven miner's lamps, set with stones that glow magically; and
— Jewelry that enhances the wearer's presence by 51-100 pts.

Somehow the word of a dragon's death always manages to get out. The location of Zarak Dûm would make it impossible to cart treasure through the mountains without the forces of the Witch-king taking notice. And more surreptitious removal and transport would require years rather than months. Should the Witch-king hear rumors of Scorba's death, he will immediately send a large force to secure the hoard.

The Lord of Morgul would not be the only claimant of the treasure. The Dwarves, while rejoicing in Scorba's death, would demand that their possessions be returned to them. The slayer might expect a sustantial reward from Moria's king, but he could not remain sole owner of Scorba's wealth. Nor would the Dwarves' demands be unreasonable—the marvelous blades, baubles, jewelry, and toys are the fruits of their labor. The Dwarves will negotiate fairly, if the slayer is fair. A savvy adventurer will enlist their valuable assistance in transporting the treasure, since the Misty Mountains are riddled with Dwarven tunnels. Dwarves are easily insulted, however, and it is recommended that the adventurer be courteous and cautious in dealing with the Khazâd.

Corlagon the Red

Corlagon resides in the mountains of southern Angmar. He is not a true cold-drake, but is winged and capable of flight. Corlagon rarely ventures into Angmar proper, but prefers to hunt goats high in the mountains near his lair. Far less fearsome than Scorba, he is merely half the size of that great drake (he is only 50' long) and is unable to breathe fire. His home is a large cave in a mountain pass, and he too serves as a convenient border guard.

His hoard includes:

—500-1000 gp in coins, gems, jewelry, precious items;

—an assortment of +5 weapons (or perhaps better);

—Aeglin, a sword of Gondolin, the lost mate of Orcist and Glamdring. Aeglin yields +30 OB and burns with a blue light in the presence of evil. The blade contains a spirit dedicated to the destruction of evil. The weapon is a sword of lightning and delivers an electrical (critical) strike with each normal critical. A sheath of white leather worked in mithril wire and set with opals protects the sword's edge. Aeglin is hidden in a small crack in the darkest corner of the cavern, where a noble warrior left it prior to his unforeseen death in a long ago era.

A TROLL HOLE

The lair of a Wild Troll can be found in any desolate hilly region where the monsters can get shelter from the sun and a fairly good supply of food. Most are unpleasant places with little to recommend them. A Troll hole is usually located in a cave in the side of a hill or mountain and covered by a thick, heavy iron-bound door. However, an abandoned, stone building in a deserted town or any place that provides deep shade at noontime can serve as home to Trolls.

The interior possesses an indescribably unpleasant smell and an abundance of ticks, fleas, and lice—regardless of the season. Piles of garbage make the lair hospitable to rats. Moldy mounds of straw and refuse serve as bedding, and rotting shelves hang from the walls or fill alcoves. The cooking shelf usually holds a three-Dwarf, two-Man, five-Hobbit capacity iron cauldron (for boiling), two long spits (for roasting), several sharp carving knives (for mincing), and some strips of broad, coarse cloth (for jelly). There is no indoor hearth, since Trolls do their barbecuing outdoors. A limited, but unusual, larder fills the storage shelves. Jelly (not from fruit) in crude jars, bacon, beef, mutton and less agreeable cuts of meat are the primary staples. Trolls eat no vegetables, since they find carrots, beans, beets, potatoes, onions and the like indigestible. They do enjoy beer and wine and often become foolishly sentimental when drunk.

A few shelves at the back of the lair often hold treasures. Some strange things can be found in Trolls' holes—items of such beauty or power that it defies logic how they came to be there. Trolls are almost immortal (unless they are killed), so their hoards are large and ancient, containing golden treasure from kingdoms long forgotten. It is not unusual, for example, to find currency that dates from the founding of Arnor or Gondor. There will also be a selection of gems and jewelry of good quality and some silver. Occasionally, a sword such as Sting, Glamdring, or Orcist may be uncovered (read *The Hobbit*, p. 53, 61). One or two weapons of similar caliber might exist in any Troll hoard along with 300-500 gold pieces, 500-1000 silver pieces, lesser swords, armor, clothing, and jewelry (worth 300 gp). A listing of the contents of one typical lair in the western hills follows.

— Magic comb that removes tangles with ease;

— +10 sword with moonstones inlaid on its hilt of white gold;

— +5 breastplate that protects against crits to the torso (15%);

— Ring that allows the wearer to speak with animals;

— Pendant of herblore;

— Boots of pathlore;

— Cloak of resistance to cold;

— Boots of landing; and

— Earrings (rubies, gold filagree) that unfasten only on command.

4.0 PEOPLE AND CULTURES

True to Sauron's claim to being the "King of Men," Angmar is a heterogeneous kingdom and the home to Men from many different parts of Endor.

4.1 THE ANGMARIM

The inhabitants of the Iron Land are called the Angmarim. Their diversity is a frightening manifestation of the pervasive influence and power of the Lord of Morgul. Fierce and savage Sagath and Asdriag tribes, Dunlendings, Hillmen, Rhudaurim, Northmen, Dúnedain, and even Men from distant Khand and Far Harad, all proclaim allegiance to the banner of the Witch-king. Many of these Men live within the borders of Angmar as warriors, priests, or ordinary farmers. Still more, especially the Easterlings, dwell outside of Angmar in their traditional homelands, vassals who fight at the Úlair's command. The population of the empire of the Witch-king, therefore, far exceeds the mere population living within its borders.

There are many factors which unite the people of Angmar. First and foremost is the inherently warlike nature of the subject cultures; most place a high value on military prowess. The Easterlings, the Rhudaurim, and the Dunlendings all have an ancient and longstanding hatred of the Dúnedain and are only too happy to participate in wars which promise booty at the expense of these hated foes. The Witch-king's agents and priests continually work to increase the hatred of the Dúnedain among these people. Playing on men's greed, fear, superstition, and the desire for power, these agents continuously attract new followers to the Witch-king's banner.

The population of Angmar is often in a state of flux, increasing drastically whenever there is a major campaign. During the campaigns of T.A. 1409 and T.A. 1975, for example, the population of Angmar swelled to 250,000 Men and Orcs. In T.A. 1640, the Mannish population within Angmar is no more than 50,000 or 60,000. The largest concentrations of inhabitants are naturally in Carn Dûm and Litash, while the remainder are situated in small towns and villages.

The population is scattered across the uplands in a variety of settlements. Most settlements are expected to be self-sufficient and thus must be widely separated in order to provide enough hunting, grazing, and arable land to support their populations. In some areas, the ground and weather conditions do not permit permanent sites, and the settlers are nomadic or semi-nomadic. In all of Angmar, there are only four towns with more than 1,000 inhabitants and 75 villages (of around 300-500 inhabitants). The capital (and only) city, Carn Dûm, has a population of 4,000 to 5,000. There are many other smaller settlements, but the largest are mere hamlets containing fewer than 20 families. Most are simple farmsteads or hunting lodges. In the remotest areas, far off the beaten track, small groups of just 10-20 people live in virtual isolation unless called to serve their lord.



Hillman

Males fit for active service make up about a quarter of the population. When fully mobilized, the Witch-king can field a Mannish fighting force of some 10,000 infantry and 3,000 cavalry (almost all are Men of Easterling descent). Unless a specific campaign is under way, only twenty to forty percent of the force is levied into service: some, such as officers and priest-soldiers, serve on a permanent basis; others, only for a month or two before returning to their homes and jobs. The standing army of Angmarim may therefore be reckoned at around 4,000 Men. (Infantry range from levels 1 to 7, with an average level of just 2, while cavalry are more experienced and have an average level of 4 or 5.) It is the Orcs who bear the burden of routine defense.

Several Mannish cultures are dominant within Angmar or in the service of the Witch-king. Most of the freemen of Angmar (i.e., non-slaves) have all served in the army. Vassal Easterlings, for example, form the majority of the cavalry, frequently returning to their homeland when their period of service is over. Only the Estaravi provide a viable alternative source of hardened horsemen. The bulk of the Men in the service of Angmar, however, are Rhudaurim and Dunlendings, most of whom have intermarried to form a distinct culture of their own.



Dunlending

4.1.1 HILLMEN AND DUNLENDINGS

The Hillmen and Dunlendings are the original inhabitants of the western slopes of the Misty Mountains. They and related groups of Men once flourished across all of Eriador and the Isen plain, as well as in the White Mountains to the south. With the coming of the northern Dúnedain and the founding of the North Kingdom of Arnor, some became more civilized and were incorporated into the territory of Rhudaur. Others rejected the life of the Men of the West and maintained their barbaric tribes in the Trollshaws and Ettenmoors.

As the Kingdom of Angmar rose, its first victim was Rhudaur, a fledgling Arnorian successor state. First destabilized by agents of the Witch-king, then ruled directly by his appointees, the Rhudaurim drove out the few remaining Dúnedain and made the land their own.

NOTE: *The divisions between Dunlendings and Hillmen are well described in other ICE supplements, especially Hillmen of the Trollshaws.*

Many of the Dunmen have resettled elsewhere with their kinfolk after serving in the Witch-king's army. Hillmen have proved somewhat less amenable to this plan, especially since their more primitive background means they typically advance little in the social structure of the Angmarim military and bureaucracy. However, by offering them new ranges on which to hunt losrandír, the Witch-king has successfully induced migration to unsettled areas of his realm and to territories he wishes to deny to others—for example, the Lossoth tribes reluctant to acknowledge his rule.

While some groups remain true either to the Hillman or Dunnish way of life as it had evolved before the coming of Angmar, others have mingled both cultures and assimilated the ways of the invaders. Dunlendings in particular are the progenitors of more than half the mixed Men of Angmar. The influence of the Witch-king's agents and minions has been to advance the Rhudaurim in terms of agriculture, trade, religion, learning, and crafts. This has benefited both sides, naturally.

The Rhudaurim are settled and till the land with skill. Close to their villages are fields of flax, corn, wheat, mustard, and rapeseed. They also plant orchards of apple, pear, and pine (for the nutritious kernels). Some villages in the hills have terraced fields for easier ploughing and reaping, although these are not common. Furthest from the village stand hay pastures. Much of the wheat and corn goes to the granaries of Angmar and is grown simply to pay the tax levied on all Angmarim. Gardens of herbs and root vegetables are also cultivated, and most Dunnish homes incorporate a pigsty, chicken roost, and goat pen. Sheep are commonly herded where there is insufficient land for all the villagers to be kept occupied tilling the soil.

The key industry of the Dunlendings and civilized Hillmen is the spinning and weaving of cloth. Sheep's wool, goat's hair, and flax are gathered in large quantities, and through the cold winter months the threads are drawn and spun as the shuttles on looms rattle to and fro in every cottage. Some villages even accept bales of raw fibres from outside in trade for finished cloth, so efficient has their weaving become. Herbs from the gardens supply simple dyes, and the cloths are woven in a variety of thicknesses and styles, from heavy plaids to soft linens and thick felting. One of the most common patterns is the "dog's tooth" in brown, green, and neutral colors. This standard often decorates the walls of weavers' homes.

The Rhudaurim are skilled tanners and leatherworkers, woodcarvers, masons and builders, and workers in reeds—they thatch their small, round cottages, for example. Their metalworking is adequate, but they obtain most weapons from other Men or even Orcish foundries.

Rhudauran warriors are competent, if basic, infantrymen. They are equipped according to their background. The "native" Hillmen have only soft leather armor (unfinished hides and furs strapped to their torsos), but are rugged fighters. They use the creg, a heavy spear thrown from a sling, and the atam, a light javelin with a bronze tip. They also favour heavy helms of bone plate, but do not carry shields. Hand weapons are limited to knives. Dunlendings and other settled Rhudaurim have more advanced gear. They wear good leather armor, often of cured or boiled hides which are as hard as wood. They also carry shields made of a similar material. Unfortunately, many still have a liking for the weeb, a clumsy throwing club which few actually master; thus, in battle most are forced to use a spear with a broad-leaf head. Once this is broken, bent, or blunted, they resort to a variety of hand weapons, such as the hatchet-like cleev.

In a crisis, these soldiers are unreliable. They have poor morale, unless fiercely led or defending their own belongings or land, and can be easily distracted in battle by the prospect of rich pickings and loot. It is difficult to maintain them in united bands or persuade them to adopt organized tactics of any kind.

The traditional religion of the Rhudaurim was centered on a group of ghost- and nature-inspired deities. Originally, the spirits of ancesters and those associated with local places of reverance were served by hermit shamans; worshippers visited the shamans at intervals throughout the year and during special festivals, bringing gifts to placate the irrascible dieties. This ancient faith was easily corrupted by the priests of Angmar, who promoted the powers of the Lord of the Night over the claims of ancient dieties. The priests have convinced the people that it is their faith and devotion to the Dark Lord (Sauron of Mordor) that has banished the ancient ghosts that once haunted them. They now believe that he alone can give them the strength to overcome their hated enemy, the Dúnedain.



Estaravë man

4.1.2 ESTARAVI

The Estaravi are Northrons of the upper vales of the Anduin. Isolated by lifestyle and the dangerous remoteness of their lands from the rest of the Men of Wilderland, the Estaravi were little known and had no allies to defend them against the army led by the Witch-king. They have never been populous, living in scattered villages protected by earthen banks and underground shelters against the continual threat of Orc raids.

They were conquered after two short battles in which, though severely outnumbered, they fought bravely before fleeing. The Witch-king was careful not to allow a massacre to occur, for he needed additional Men to swell the ranks of his subjects. Instead he negotiated a fearsome surrender which the Estaravi accepted once they realized that, at the very least, ceding to the authority of Angmar would diminish the likelihood of Orcish attacks in future.

In fact, the Lord of Morgul cannily imposed a far harsher peace settlement than was necessary in order to appear generous when he rescinded the majority of its provisions during the next twenty-five years. After their submission to Angmar's domination, the Estaravi became model subjects and are now rewarded with village sites along the profitable trade routes south of the Grey Mountains toward Dorwinion and Rhûn.

The Estaravi have grown prosperous in the service of the Witch-king, their small villages and farmsteads flourishing. Except for the required military service and a mandatory tax paid on food, the Nazgûl seemingly interferes little in their day to day lives.

Most villages possess small schools to prepare boys for the military. Girls receive no education unless they show exceptional aptitude at an early age; these few are generally transferred for schooling to the towns west of the mountains. On more isolated farmsteads, away from the roads and tracks, parents teach their offspring in the home.

The villagers have adopted a communal lifestyle that has flourished under the government of Angmar. While a fair number of rangers and woodmen still hunt in the vales and northern Mirkwood, and individuals are allowed to keep flocks and herds—wealth being measured in terms of productive livestock—most jobs are undertaken on the basis of shared effort. If a man can persuade the village council that his house is falling down, all the villagers will help him build a new one.



Agricultural activity dominates life. Communal fields are sown with wheat, oats, and barley, often with the help of slaves owned by the village. Flocks are often pastured and guarded together, even if the animals belong to a number of people. The Estaravi are adept at gamekeeping—ensuring that their hunting grounds remain well stocked by eliminating predators and providing food in winter for deer, wild fowl, and other game.

The plentiful abundance of good timber on this side of the Misty Mountains (unlike the predominantly birch and pine woods of the western foothills) makes lumbering a major industry. The Estaravi produce good woodwork and are excellent wrights. They had links in the past with the Dwarves (although this has been discouraged since the arrival of the Witch-king) and remain the best smiths of the Angmarim; many, such as silversmiths and jewellers, do more delicate work, producing items fine enough to trade in the East.

The Estaravi dress well in good quality cloth—some of it made themselves, much of it traded from the Rhudaurim and Dorwinrim—and fur mantles. Men wear tooled leather waistcoats in cold weather, and both sexes don sheepskin leggings for the winter snows. Much of their outer garb is studded with tiny rivets of bronze, copper, or steel, especially hats, broad belts, boots, and jackets.

Although a practical rather than spiritual people, the Estaravi welcomed the new religion, since the protection of the Lord of the Night and the Witch-king seemed to confer immunity from Orcish and Easterling raids. Some become adept soldier-mages in the schools of the military priesthood, but few follow the ways of channeling. Estaravë worship portrays the Nazgûl and his master not as divinities, but as mighty beings whose will it is unwise to disobey. They believe Darkness to possess greater power than Light and have developed a strong antipathy to the Calaquendi. Through subtle manipulation, the priests are bringing the grimmer and more warlike aspects of Estaravë culture to the fore. The once free and open-handed people have become vengeful and unrelenting in the service of Angmar.

4.1.3 EASTERLINGS

The Easterlings of the plains who owe allegiance to the Witch-king of Angmar belong to clans from six great tribes of the central plains: the Sagath, the Brygath, the Asdriags, the Gathmarigs, the Odhriags, and the Kykuria. These tribesmen are universally superb horsemen, profoundly superstitious, and incredibly vicious and cruel warriors, traits which make them valuable to the Witch-king and the Necromancer.

The aggressive plains tribes are not the only peoples of the region to join the Nazgûl's ranks. From Dorwinion, commoners anxious for status, landowners impoverished by raiding, and second and third sons seeking their fortunes have settled in Angmar's icy lands. Among the Logath, a nomadic tribe that has evolved a more settled way of life, some are displeased by the waning emphasis on battle prowess in their culture; many of these fighters relocate in the west to serve the Witch-lord. More rarely, a Gramuz Northman, weary of fighting the horsemen who regularly threaten his holdings in the Nan Celduin, pledges fealty to Angmar.

The Nomadic Tribes of the Plains

When Sauron fled to the east with the Nazgûl after his defeat at the hands of the Last Alliance, the Easterling confederations were his first targets. Agents of the Úlairi disguised as priests and sorcerers soon infiltrated and influenced the various tribal groups. For centuries now, these tribes have been secretly controlled by various Nazgûl, fighting for the Necromancer's cause in the East. Since the foundation of Angmar, the Witch-king has carried on this plan of conversion by exerting greater control over the tribes living in the West.

Easterling warriors have readily flocked to the banner of the Witch-king as vassals, for they and their tribes have much to gain in his service. The tribes are generously rewarded in gold, weapons, slaves, and other trade goods. For a Sagath, service in Angmar represents a chance to acquire wealth that is ordinarily concentrated in the hands of tribal matriarchs. In other patrilineal Easterling tribes, it represents an opportunity for booty and social status through brave and daring deeds.

Although there are, of course, great differences among the six confederations that have contributed members to the Easterling settlements of Angmar, there are also many similarities. In a land far from their original home, most Easterlings seize upon the things which allow them to call one another "brother," rather than replaying the inter-tribal rivalries of yesteryear.

The Easterlings prefer to live in groups of 250 to 500 people—a clan. Unlike traditional clans, however, these groups often welcome members of different tribes into their midst, because, in Angmar, the principle of adoption has ensured the survival of such large, united groups. For the most part, since the concept of a clan is really an extended family, adoption will mean marrying into the clan, if only on a nominal basis. Thus, a woman might have a husband-partner (Sa. Rhyva) and also a husband-brother (Sa. Rhythura). In some clans this has led to the concentration of authority and power into the hands of the matriarchs who plan and oversee such marriages and demand large dowries.

Many of the Easterling clans are still semi-nomadic. They retain old prejudices and opinions, and still see themselves as the ruling race of Men by right of conquest. They have appropriated lands suited to their former ways wherever possible—open lands where horse herds can roam and breed. Most live in tents of hide and felt (Sa. Yurt) which pack away into wains for transport to a new site. These clans typically move their village once a year, in the spring, to seek out new grazing grounds for their herds. Some follow a fixed circuit of four, five, or six years in length, eventually returning to the same spot.

Other clans are more settled, although most possess two dwelling sites where the foundations of houses are laid. One, higher in altitude, is used in summer while the alpine pastures are sweet and lucious, though only uncovered for a few short months. The other, in a lower, more sheltered location, is inhabited for the rest of the year (and all the year round by a few who do not follow the livestock) and contains byres to protect the herds during the harsh winters. The houses of these clans are sunk into the ground, with low stone and turf walls roofed with timber, furs, hides, and woven felt material.

Husbandry is the chief occupation of the clans. They prefer to herd hairy, pony-like shorthorses (Sa. gahz; As. drebah), sturdy beasts courageous in battle and capable of great endurance in this hard northern clime. Not all lands are suitable for them; the yak-like mountain oxen (Sa. urv, As. hosh), with long hair and excellent hides, is more common where the grazing is poorer. These beasts are content with a diet of scrubby grass, heather, and bracken. In the northernmost reaches of Angmar, close on the territory of the fiercely independent Lossoth tribes, some of the Brygath have settled and herd reindeer (Br. purna, S. losrandír) that can survive on ice, moss, and lichen. Many tribes also keep small herds of goats (Sa. terom; As. huthu) for their hair, horns, milk, and meat. Goat-tending is usually left to the younger members of the clan.

Some clans till the land as well as herding animals. Gardens are common close to the settlment during spring and summer months when fast-growing vegetables supplement the diet. Semi-nomadic clans also sow wild grain crops (such as oats and barley), knowing that when they return in five years time, the crop will still be growing and harvestable. Every clan hunts, fishes (women do much of the fishing), gathers the herbs, wild roots, berries, and fruits that appear in the late summer.

Easterling garments are fashioned from heavy cloths woven of goat and ox hair, often trimmed with large collars of fur. The tribesmen enjoy wearing bright colors and trade for dyes and dyed cloth with other Angmarim and traders from Rhûn. Outdoors, they often don long, leather coats made from ox or horsehide. Their craftsmen know the skill of curing leather to keep it waterproof—these outer garments are valued highly in the rain and snow typical of Angmar.

Easterling warrior

Hides are also used in the manufacture of body armor. Basic leather suits for protection may be padded with hair (soft leather) or have plates of bone, wood, or metal sewn between two layers (rigid leather) for extra protection. Most warriors adorn their armor with bright designs.

The Easterling soldiers carry polearms by preference (usually a selection of long and short spears for flexibility that can be thrown, used as a lance, or wielded hand-to-hand). They are very good horsemen and constitute Angmar's only sizeable cavalry units. Most use short, stabbing swords as side arms, often indistinguishable from broad knives. Some have developed eccentric blades with curves, lateral spikes, or even a wavy pattern. They also make and use a fine composite bow, constructed from laminates of wood and horn.

The Easterlings who serve the Witch-king of Angmar have begun to abandon their old religion of ancestor worship. The priests promote the worship of the Necromancer in the guise of the merciless "Lord of Night." This cult has rapidly gained ground, since the diety's followers, when returning from Angmar, are always richly endowed with booty won in the wars. Priests trained in Angmar as sorcerers are swift to reward those who serve the god and punish those who do not. Such coercion has been very effective in converting the Easterlings.

The Easterling tribes are culturally advanced and have well-developed technical skills. Leatherworking is a major industry, as might be expected; Easterlings are also well versed in woodcraft and wheelwrighting. They also engage in metalwork, the typical clan counting a smith and a worker of silver, gold, or tin among its numbers. The clans live comfortably, despite the demands made upon them by the Witch-king's regime, but a strong streak of cruelty lurks behind their complacency. The desire to pillage and raid is easily stoked into a burning rage against the Dúnedain of Arthedain.

The Rhûnnish Peasants

For a Dorwinadan serf, the younger son of a Logath farmer, or a bondservant of the Gramuz Northmen, the armies of Angmar represent social mobility. By joining up and fighting well, they rise not only to the coveted rank of warrior, but to a level of relative affluence. Angmar reinforces this by offering the ex-soldier a place where his status will continue to be recognized. If the peasant returned to his old home, he might still be scorned and forced back into a lesser role.

These immigrants have settled in fortified villages along the borders of Angmar. Their original cultures have changed and mingled to form a new society. Many have been unable to shed their peasant upbringing; although they have obtained the status of warrior, they cannot quite relinquish the old habits of the farmer or cobbler. When not engaged in military pursuits, then, they slip back into their old occupations and the harsh, barren climate of the area makes this practical. Although the settlers do have some slaves who till the land, these few could not support an idle aristocracy of warriors. Nor could the resources of Angmar support settlers who did not work for a living.

Each village is responsible for making daily patrols of the surrounding area. The men are also called upon to escort supply trains to neighboring settlements. In times of war, they provide additional soldiers and a partial defense along certain parts of the borders. These circumstances make the peasant warrior far more welcome as a permanent settler than an aristocratic fighter would be. The aristocrat is encouraged to remain in the standing army, while the peasant warrior has the experience and personality necessary to adapt to the varying roles demanded of him.

The differences in social standing inevitably influence effectiveness in battle. The peasant soldier has considerable military skills combined with a greater ability to follow orders, while the aristocrat tends to be arrogant and individualistic. Several Rhûnnish aristocrats sent on patrol stand a good chance of killing each other when the first dispute arises, whereas lesser men have learned that compromise is necessary for survival. What the peasant warrior may lack in fighting skill by comparison with his aristocratic counterpart he makes up for in flexibility and resourcefulness.

The climate of Angmar does not encourage a friendly, generous temperament. The growing season is short, and the winters long. Most individuals never travel farther than nearby villages, even in the summer months—a circumscribed life that makes the villagers insular and suspicious of strangers. The war against the Dúnedain has reinforced this provincial attitude—for reasons unclear to the Witch-king's subjects, the Dúnedain and Elves seem determined to destroy their home in Angmar. Although they come originally from diverse cultures, insular village life has narrowed their outlook.

In fact, many of the inhabitants of Angmar are not truly evil. Most who perform nasty deeds are not consciously wicked, like their superiors, but ignorant, prejudiced, and thoughtless. Their cruelty to the Dúnedain arises out of fear and ignorance, though a few have developed a taste for slaughter and mayhem while in the army. Yet the same men who are cruel soldiers often show gentle kindness when at home with their own families. The propaganda of Angmar makes efficient use of native prejudice, and many of its inhabitants believe the Dúnedain to be brutal warriors incapable of any sentiment but bloodlust.

Life in the typical village is not unlike that in other rural settlements. Most of the men have settled down and married women from their homeland. The Witch-king's regime supplies goods that the settlers are unable to produce, or food if that is in short supply, but most communities are fully self-supporting. If a man does not farm, he makes shoes, or more rarely, keeps an inn, or labors as a blacksmith. There is a rotating council that governs local affairs and assigns patrol and other military responsibilities. The population of these towns remains quite stable—the number of new settlers almost equals those who die of disease or old age, and the births replace the men killed in the wars.

Each family lives in its own house. Elder children, either male or female, inherit the house of their parents, and younger sons or new settlers build new dwellings. In addition, each family has at least a small plot of land, although farmers have more. Most families keep a pig, and perhaps a cow or a goat. While the women keep house, men till the soil, pursue their craft, or tend livestock. Richer people may have a few slaves to help them with their work; their treatment varies dramatically.

Growing food is the most important occupation of the villagers. They raise enough to feed themselves and to trade with neighboring communities, but not enough to feed the armies of Angmar. The farmers concentrate on cultivation rather than animal husbandry, because it would be impossible to grow sufficient hay to feed large herds of animals through the long winters. The fields are small and separated by stone walls that shelter the crops from the strong winds. They contain a variety of crops including rye, barley, oats, potatoes, cabbage, turnips, and beets. These grains and vegetables are supplemented by peas and beans from the kitchen garden, and occasionally eggs. Meat is rarely eaten; one pig will last a family a year. A smart farmer cherishes his hardy apple trees, since the crop is a valuable addition to their diet. In the evening, the men, and sometimes the women, go the tavern to drink and relax. The beer and ale are imported from Rhudaur, and business is brisk. The few local liquors are harsh brews, rarely imbibed by any but those with little wit or great misfortune.

The economy of these towns is a combination of cash and barter. The people use little cash among themselves; they prefer to trade for what they need. In truth, there is little on which to spend one's money. The supply trains from the South bring goods for the army, but no luxuries for the farmers. Some peasants make extra money by selling their fresh food to the quartermasters at the border castles or to the local innkeepers.

If a community requires supplies that must be imported, their acquisition is arranged by the village council. Each family lists the materials needed and contributes the appropriate amount of payment. The headman then negotiates with the quartermaster of the nearest border castle. If he has a long journey, he often travels with one of the supply trains.

Angmar does not issue a formal currency. The armies use the coinage of their allies and their enemies. A standard of equivalency governs the rates of exchange, so that buyers and sellers know what each coin will buy. The money is used primarily to pay the soldiers and to purchase supplies abroad.

Each village stands in fief to one of the three border castles. These collect the yearly taxes, new recruits, and candidates for the priesthood. The ashaktur of the fortress has many powers over the surrounding countryside; he fines any village found guilty of deceit or delinquency in its obligations, and, in rare cases, he resolves local disputes. The headman of each village, although chosen by an election of the village men, must be presented for approval to the lord of the castle. The lord is also responsible for arranging the delivery of supplies to the villages, most of which are bartered or paid for, within his appointed domain. Fresh food is the premium trade item.

Since the population of the villages is fairly small, the governing body consists of all men over the age of twenty-five years. The headman is the authority in all disputes, but citizens may appeal to the general or ashaktur of their border castle to have him removed if he abuses his authority.

All able-bodied men are drafted into the army at the age of seventeen. The term of service is eight years. The population of the area is too small, however, for these soldiers to form a substantial part of the army, and the bulk of the soldiers are recruited from Rhudaur and Rhûn.

The people speak a peculiar dialect. The language is a mixture of Adûnaic, Westron, and the Hillman tongue of Rhudaur. Rhûnnish and Estaravë words dominate the speech of certain segments of the population, as well as some elements of Black Speech.

4.1.4 MIXED MEN

Over the course of the centuries, the Men in the service of Angmar have intermarried and learned to live side by side. This sturdy folk forms the backbone of Angmar's citizenry and is also its majority. Most are of mixed Dunlending and Rhudauran descent. Many have some Estaravë, Easterling, and even Variag and Haradrim blood in their veins. They owe allegiance only to the Witch-king, and are ideal subjects: good loyal soldiers and self-reliant farmers who can make a living in the barren reaches of Angmar.

Townfolk

Mixed Men are found in towns and villages throughout Angmar; retiring soldiers often decide to remain in Angmar so that a village of mixed Men may contain an Easterling or some retired Estaravë soldiers or even citizens from more exotic reaches. Though agriculture dominates the economy, life is more varied and cosmopolitan in these hybrid cultures than it would be in a village of pure Dunlendings. (For a description of a typical village of mixed Men see Kuska.) Mixed men also tend to dominate the larger towns in Angmar and make up the bulk of the merchants.

First and foremost, though, mixed Men are the soldiers and priests of the Witch-king. All males are trained to fight from boyhood, and enter the army at the age of eighteen. Children, male or female, who demonstrate unusual intelligence early in their youth are sent to Carn Dûm or Litash, ostensibly to be trained as priests. To have one's child chosen for such service is considered a great distinction and confers status upon the family.

Some of these children do indeed become priests. Others become spies, elite warriors, assassins, sorcerers, or any other of the other special servants that the Witch-king requires. Loyal service in Carn Dûm is richly rewarded, and many mixed Men stand high in the hierarchy of Angmar. Equally as sure, though, is the death sentence meted out for treachery and disobedience.

Fell-men

The Fell-men or Moor-men are the lowest of the Angmarim. They live in scattered, rude hamlets in the hills and mountain vales of Angmar, often where no other race would care to dwell. Some are actually labor camps for cutting wood or quarrying stone, but more typically they are organized around raising root crops. The inhabitants eat only a fraction of the meager harvest, the rest being appropriated by the priesthood and the military.

There is little structure to such communities. Many of the men and women were abandoned at birth, captured or sold into slavery, and have no family associations. Others were born into slavery of parents of mixed race. The people form small groups based on convenience and individual preference, sharing large, rough houses with a single room and no amenities. The living is harsh and life expectancy is low among the Fell-men.

Most hamlets have small areas of good arable land, which is put to root crops, and large fields of poor soil, where scrawny wheat is sown and reaped; an overgrowth of weeds and wild grasses in these dismal fields makes winnowing a long and thankless task. Where rough pasture is available, mountain oxen and goat herds are kept; if not, the men go trapping, fishing, and gathering from the wilds to provide the extra food the community needs to survive.

These people have few possessions of their own to barter or trade for other goods. They dress in ragged linens, wools, and furs, and what they can steal or otherwise acquire on raids into more civilized lands. Even fighting men wear only furs and poorly dressed hides for armor, and carry wooden shields. Clubs, maces and handaxes are the usual weapons, although regular soldiers may have bronze swords and iron knives.

The primary motivation for worship among these unfortunate peoples is fear—fear of the night and the dark, of wights, wraiths, and other evil creatures of Sauron. Like other Angmarim, boys who show an aptitude attend the schools of the military priesthood, but none return to the place of their birth. Always, strangers come to command the Fell-men with voices of hard iron and the scourge of evil power.

Moor-men who leave the countryside to dwell among their town cousins live more comfortably. They are employed as menial servants, slaves, laborers, low-ranking soldiers—jobs requiring little skill. However, those who show talent, intelligence, and an eye for the main chance may become traders, artisans, skilled manufacturers, sages, prostitutes, tavern-keepers, brewers, bakers, and even sorcerers. While most lead a restricted life of enforced work schedules, harsh laws, and compulsory attendance at worship, those who make themselves valuable will often find some reward.

The towns are home to the only large-scale organized religion. The temples of the Dark Lord have created priesthoods and seminaries for the training of the soldier-priests and mages who, in turn, enforce the rule of the Witch-king. A variety of temples exist for the worship of the Dark Lord within a given town, each tied to local deities (always represented as subservient to the One) that make worship relevant to men of different cultures. Attendance at and enrollment in a temple is compulsory.



Fell-men quarrying stone

4.1.5 TRIBUTARY PEOPLE OF ANGMAR

SLAVES

The slaves of the Witch-king come from many different places. Some have been taken on raids into Arthedain or into southern Eriador. Others have been captured in the wars of the Witch-king's allies east of the mountains. The men of Rhûn frequently battle their eastern neighbors and therefore have a steady influx of prisoners. The Witch-king demands a yearly tribute of slaves from the people of Rhudaur and Rhûn, as well as the Estaravi, but since all of these races practice slavery, the burden is not particularly onerous. Sometimes Dúnedain prisoners will be sent to the East as slaves, for it is risky to hold them too close to their homeland.

The slaves are miserable, unhappy, and suspicious of everyone. Many are so beaten down that they would be bewildered by their freedom if they suddenly obtained it. Some would welcome the Dúnedain as liberators, but others would see them only as a new set of masters. A few in the villages of Angmar are valued and well treated. The majority are so afraid of the Witch-king that they dare not resist him.

NOMADS

These people are not inhabitants of Angmar, but wanderers who live in the northern waste called Lossoth. They follow the migrations of the reindeer, crossing the borders of Angmar seasonally for this purpose only. The soldiers of Angmar occasionally raid their encampments, and the Witch-king takes a yearly tribute of reindeer from them. The Lossoth have no love of the Nazgûl and are but minimally under his sway. The nomads are cautious about openly resisting the Witch-king's power; while overtly submissive, many act covertly as valuable allies to the Rangers of Arthedain. Some of the nomads secretly supply the Dúnedain with food and other necessities.

RANDOM SETTLEMENT GENERATION

1st Roll		2nd Roll			
	Type	Easterling	Fell-man	Hillman	Estaravë
01-30	Village	01-40	41-48	49-74	75-00
31-90	Hamlet	01-04	05-64	65-00	—
91-100	Stead/Hut	—	01-25	26-35	36-00

4.2 THE URUK-ENGMAIR

The Empire of the Witch-king stretches deep beneath the Misty Mountains. It includes a number of quasi-independent kingdoms, the most notable being the realms ruled by the Lords of Goblin-gate and Mount Gundabad. These fiefs can provide the Witch-king with thousands of troops, but their armies normally operate independently.

The vast majority of the Witch-king's main war host is composed of Orcs (S. Yrch; sing. Orch). Collectively known as the Uruk-Engmair, this Orc army is a loose collection of nine tribal confederacies held under the terrible sway of the Olog warlord Rogrog. Many of the thirty or more tribes make war on one another, and such inter-tribal raiding forces the Witch-king to keep them apart whenever possible. Twelve Orc-tribes are scattered across the long frontier with Arthedain, and two occupy the passes between Gundalok and the Nan Angmar. The rest reside in vast cave complexes like those in Carn Dûm and Mount Gram, or in the lesser cavern systems in the karst around the edge of the Vale of Angmar.

Following are examples of some of the Witch-king's more notable Orc groups, including all of the western tribes arrayed along Arthedain's border.

ASKHAI

Askhai Orcs are renowned spearmen. Their standard is a round field divided into four alternating red and black sections by crossed white spears. Unlike other common Orcs, who typically fight in an open-ordered mass, these Yrch form small spear units and fight in groups of ten to one hundred warriors. This tactical coordination makes them relatively dangerous in a pitched battle, and other tribes avoid engaging the Askhai in the field.

The Witch-king quickly recognized their unique quality, positioning these Orcs near the center of the Arthadan frontier. After Rhudaur fell, they occupied the Lone Lands (S. En Eredoriath) near the North Downs (S. Tyrn Formen). Askhai forces also live in the low hills south of the great east-west ridge called the Great Northern Rampart (S. "Rammas Formen"), between the Thrakburzum and Durbalag lands.

Ashkronk is the Chief of Ashkai. A restless warrior of Uruk blood, he frequently leads nocturnal raids against both Dúnadan and Orc holds. He quickly earned the enmity of the Dúnedain, and the Rangers of the North have placed a bounty on his head.

BAGRONKUZ

A large, poor tribe, the Bagronkuz live in the Northern Wastes. Their capital is situated in the cool steppes north of the Rammas Formen, about a hundred and fifty miles due west of Carn Dûm. A triangular black standard incorporating a crude, white bearclaw serves as their ensign.

The Bagronkuz rarely wear metal armor or iron-shod boots because they have only one small iron mine. Their only forge is kept busy turning out scimitars and tools. In fact, a sizable portion of the tribe wears bear- or caru-skull helmets. Hides replace cloth or mail in Bagronkuz society. This is just as well, though, considering the fierce cold of their homelandBulthrok is the unsteady Chieftain of the



Orcs of the Bagronkuz

Bagronkuz. At odds with the lords of both of the two neighboring Orc-tribes (who live in the higher lands to the south)—Ulonakh of the Ulogarûm and Ufkral of the Uruk-uflag—he has yet to lead his tribe to any great victory.

Durbalag

Like the Ashkai, the Durbalag is a frontier tribe that enjoys the Witch-king's confidence. They occupy the border region closest to Arthedain's capital at Fornost. In times of full-scale war, these able Orcs march in the vanguard of the army, but usually the Durbalag serve as raiders. They are lightly armored and bred to be relatively stealthy.

Because of their penchant for lamb, the Durbalag create problems for the Dúnadan herders who live to the north and west of their Orc-holds. Intermittent Durbalag forays into Arthedain are often successful, and some Orc-bands have penetrated as far as ten miles into the rugged North Downs. These feats are impressive, considering the large concentration of Arthadan warriors along the neighboring frontier.

Thrufgul, the brother of Durblakh (the Chieftain of the Durbalag), carries the tribe's sole ensign. A brown, forked, rectangular standard emblazoned with a black moon and white scimitar, this banner is set atop a long pole adorned with human skulls.

Faulgurum

The Faulgurum live in the windswept bowl east of the northernmost spur of the Emyn Uial (S. "Twilight Hills"). Their twin capitals are situated in caves on the Rammas Formen. An isolated tribe, they maintain an uneasy peace with the neighboring Lughoth, who live to the east.

The Faulgurum are renowned warriors who fight equally well with spears and maces. They wear great chain coats and wade eagerly into melees. Having no regard for life, even their own, they savor battle. A blood red standard shaped like a forked rectangle flies over the Faulgurum camps; the black anvil, signalling the tribe's proficiency in metalcraft, forms the only design on the banner.

Faulrok the One-hand is the Chieftain of the Faulgurum. A powerful Uruk who bit his own hand off in a single combat with a Bear, he is known for his metal-capped fangs.

Kurkurum

The Kurkurum are one of the four tribes responsible for the Witch-king's most sensitive frontier duty (the others being the Urughâsh, Durbalag, and Ashkai). They reside to the northeast of the Weather Hills (S. "Emyn Sûl"), just east and south of the Arthadan capital at Fornost. Kurkurum fires can be seen from both of the Dúnadan castles that guard the gap between the Emyn Sûl and the North Downs.

Their presence concerns the Dúnedain a great deal because the Kurkurum call attention to themselves, operating with less stealth than the two neighboring Orc-tribes. Accustomed to fighting in heavy mail coats with two-hand swords, these Orcs are unsubtle warriors whose tactics resemble the work of the Faulgurum (reputedly their kin). The Kurkurum are also uncooperative and pugnacious, frequently warring among themselves and their neighbors. They are constantly at war with the Ashkhai who live to the north, so the Witch-king has ordered the two tribes separated.

Kurkrakh is the Chieftain of the Kurkurum. Having killed a Troll in single combat, he commands awe among his kinsmen. His personal ensign, a kite-shaped black banner emblazoned with a broken red skull, serves as the tribal standard.

Larag-môsh

The Larag-môsh live in the warrens of Carn Dûm (see Section 7.12). Like the other four tribes that reside in the lower halls of the Witch-king's capital, they are well-disciplined, well-armed, and well-trained warriors. The Lord of the Úlairi respects their prowess and keeps them in relatively comfortable, although crowded, quarters.

Known as miners and armorers, the Larag-môsh are skilled with tools and labor on myriad projects during times of relative peace. They are somewhat intelligent and enjoy gaming during their occasional free hours. These games, which include everything from wrestling to dice, involve betting and serve to diffuse tensions.

Môshrul is the Chieftain of the Larag-môsh. He keeps the tribal standard—a grey banner decorated with a trio of crossed ochre torches—in his chambers.

Lughoth

Lughoth settlements guard the border region north of Arthedain. The tribe is responsible for patroling the windy southern fields of the Rammas Formen and standing watch over an eighty-mile front. Since they have twice as many warriors as any field tribe (save the Bagronkuz), they manage their task relatively well. Neighboring Faulgurum bands, however, dominate the Lughoth at will, since the average Lughoth fighter is small by Orcish standards.

Lughoth warriors travel lightly and move quickly. They wear little or no armor and carry knife-like scimitars and shortbows. Living off the land and preserved food rations, their tribal war-bands range over wide areas by utilizing a chain of camps and caves, each of which is rarely occupied for more than four weeks in a given year.

The Lughoth place a premium on cleverness and perception. This may explain their tradition of immediately blinding prisoners and cutting the feet off the few enemies they set free. Of course, the Orcish fondness for terrorizing foes certainly motivates them as well.

Lugronk is the Lughoth Chieftain. His emblem, the black eye on a yellowish field, serves as the tribal symbol. This ensignia adorns the tribe's standard—a banner shaped like a half-circle.

Skuthrugrai

The Skuthrugrai (Or. "Dark-murderers") are a mountain tribe that occupies a cavehold beneath Suk Skuthruga, a hill situated in the Great Spur of the Hithaeglir (see 9.1). Their citadel guards the pass between the Angsiril Cut (near the Plain of Litash) and the Ettenmoors of Rhudaur. Skuthrugra bands strike southward out of this pass, raiding deep into Rhudaur's Mitheithel Valley.

The Skuthrugrai are brutal cannibals who, when unwatched, will hunt other Orcs. Not surprisingly, the Witch-king keeps them apart from their brethren—he is respectful of their battle prowess but wary of their hunger.

The Skuthrugrai fight in loose groups and favor axes, adzes, or war mattocks. They wear black garb and their crude armor usually consists of leather wrappings. Skuthrugra banners are shaped like inverted triangles. Brown, they bear the symbol of the tribe—a white mountain surrounding a red eye.

Snagoth

The Snagoth are of the Snaga-hai, or "Slave-folk," race. Lesser Orcs, they are one of the weakest of the frontier tribes. Snagoth war-bands are therefore positioned along Arthedain's northeasternmost border, between the Lughoth and the Thrakburzum. They face almost no Dúnadan resistance.

The Snagoth fight in large masses and rely on their bristling array of pole arms to fend off cavalry and advance into enemy positions. Shieldless and relatively immobile, they wear crude chain shirts for protection. Their helms are wrapped in a black cloth that bears the tribal symbol—a white crescent moon.

Sulmog-vrás

The Sulmog-vrás are one of the five tribes that reside in Carn Dûm's lower halls (see Section 7.1.2.). When not guarding the Witch-king's well-protected citadel, this battle-hardened tribe anchors the left flank of their master's Orc-host during major campaigns. The Sulmog-vrás are skilled warg-riders and batkeepers who fight in unison with their attendant beasts. This enables them to gather information and harass their enemies with astounding efficiency and speed. In addition, their bats can form clouds that shade their movements and allow them to operate reasonably effectively during daylight hours.

The Sulmog-vrás are related to the Huvorgha tribe of Mount Gundabad and carry a yellow-brown banner emblazoned with crossed red scimitars. Unlike their distant brethren, though, they wield wicked lances and favor throwing spears over shortbows. Only their Chiefs prefer hand arms. Vrásluf, the Lord of the Sulmog-vrás, employs a two-hand sword.

Thopur-dorashk

The Thopur-dorashk dwell in Carn Dûm (see Section 7.1.2.). They make their home in the Orc-warrens of the lower halls, near their appointed guardposts. A modest muster of common Yrch, they are the weakest of the five tribes stationed inside the Witch-king's citadel, and are frequently abused by their stronger Sulmog-vrás neighbors.

The Thopur-dorashk carry scimitars and wear chain shirts. Their equipment, made of crude black steel, is well-suited for hiding in their subterranean home. The standard of the Thopur-dorashk signals their long association with citadel duty—it is a kite-shaped grey banner adorned with a brick red tower. Dorashug, their Uruk Chieftain, wears the emblem on his surcoat and sports a reddish tower-shaped helm.

Thrakburzum

The Thrakburzum serve as the Witch-king's principal field armorers, so the tribe is usually divided into two or more sub-tribes or numerous scattered bands. Thralug, their Uruk Chieftain, is the Lord of Mount Gram, the great cavern hold situated in the mountains of southern Angmar. He presides over the tribe's main body of 1,500 warriors. The other large concentration of Thrakburzum is based south of the Rammas Formen, along Arthedain's northeastern boundary.



Although they are physically small and poorly trained as fighters, the Thrakburzum are exceptionally well-equipped. They wear steel breastplates and carry finely-crafted hand axes. All their weapons and armor is stamped with the emblem of the tribe, a black hammer. This hammer is also emblazoned on the tribe's rectangular scarlet red banners.

Trûpalog

The Trûpalog quarter in a great chamber located in the warrens of Carn Dûm's lower halls (see Section 7.1.2.). Like the Sulmog-vrás, they are one of the Witch-king's elite Orc-tribes, although their unremarkable lodgings belie their status. Only the adjacent warg dens and bat caves suggest that they are a mobile unit accorded special glory.

The Trûpalog consider the Thopur-dorashk to be inferiors, but they offer the lesser Orcs protection against the Sulmog-vrás. Their intervention has helped maintain a semblance of stability within the Orc-warrens. This sense of balance is reflected in the way the Trûpalog interact with most of the other tribes, and they have gradually taken on the peculiar (for Orcs) role as mediators. The Trûpalog prefer to vent anger against Elves and, to a lesser degree, Men.

Thrulfak is the Chieftain of the Trûpalog. A strikingly hideous figure, he wears scale mail made of thousands of skull-shaped plates. His surcoat is black and grey, which is in keeping with the Trûpalog standard—a silvery grey square banner adorned with an inverted wolfhead.

Ulogarûm

The great Uruk Chieftain Ulonakh is the lord of the powerful Ulogarûm tribe. Feared by other Orcs throughout Angmar, he is a ruthless and predatory killer who has slain over a hundred Orcs in the last two years. Few dare to challenge him openly, which creates a problem for the other tribes on the Arthadan frontier. Only the strength of the Uruk-uflag and the intervention of Rogrog the Warlord has prevented an overt inter-tribal war. Now under threat of death, Ulonakh has tempered his behavior a bit.

Ulonakh's reputation is all the more fearsome because of his tribe's cannibalistic ways. The Ulogarûm are notorious for eating their foes, and they frequently war on other Orcs. Having slain and eaten whole Snaga tribes over seemingly minor territorial squabbles, they fail to find any peace with their own kind. Their presence on the frontier would be counterproductive, except that the Witch-king was wise enough to assign them a territory between two of his toughest tribes. With the Uroth-burm to their west and the Uruk-uflag to the east, the Ulogarûm do not dare to foment open strife.

The symbol of the Ulogarûm is a gaping black maw surrounding a blood-red field. The oval shape of the field standard itself also suggests a voracious mouth.

Uroth-burm

The Uroth-burm are highly mobile wolf-riding Orcs. Stationed on the northern slopes of the Talath Muil (S. "Bleak Plain"), they range across the heights to the north of Arthedain's northwestern borders. They spend most of their time away from the war frontier, roaming across the Northern Wastes and preparing trails for other Orcs attempting to strike the Dúnedain through Uroth territory. While out on the Wastes, they hunt large game and isolated Lossoth. The Snowmen have come to fear them.

Although the Uroth-burm are the most aggressive Orcs in Angmar's field army, they are much more disciplined than the neighboring Ulogarûm. Their reliance on white-wolf mounts forces them to curtail their predatory instincts. This self-control is critical, for the Uroth-burm patrol the far western flank of the Empire of the Witch-king.

Burthrakh serves as the Chieftain of the Uroth-burm. He is a long-standing enemy of Ulonakh, the Lord of the Ulogarûm, but he has yet to challenge his rival. Like Ulonakh, Burthrakh wears scale mail.

The Uroth-burm's standard is black and shaped like an angular kite. It is emblazoned with a stylized, leaping white-wolf.

Urughásh

The Urughâsh are a weak tribe of lesser Orcs stationed in the Lone Lands east of the Weather Hills. Their main holds are located just to the north and east of Weathertop (S. Amon Sûl). Of all the Orc-tribes arrayed against Arthedain, they are the most active raiders and campaigners; however, they are considered little more than a nuisance by the Dúnedain. Urughâsh tactics are crude and their warriors are equipped with rudimentary scimitars and badly fitting leather coats.

The Urughâsh fly the standard of Uruflath, their somewhat foolhardy Uruk Chieftain. The standard is a black and red penant emblazoned with a grey crescent moon.

Uruk-kosh

The Uruk-kosh live on the Cold Plain in the western part of the Angirith, the great pass joining the Nan Angmar to the Vales of the Anduin. Led by a group of Uruk-hai, they are among the most civilized and valuable of the Witch-king's minions. They have therefore been entrusted with guarding the main road into the heart of the Úlair's Iron-home.

The Uruk-kosh engage in trade and craft a variety of well-designed implements. Their smithies and crafthalls turn out superb spears and short swords and sturdy helms and chain mail. They even produce arms for the Witch-king's Half-trolls, a few of whom reside among the Uruk-kosh.

Orcs in battle

Uruk-kosh war-bands often participate in far-flung campaigns. This is particularly true of the tribe's wolf-riders. All of the Uruk-kosh are well-disciplined Orc warriors, and it is not unusual to see one of their units fighting in the Udanoriath. They are notable in battle, for they fight in tight formations and their red wool surcoats all bear the tribal emblem: a black wicker basket on a white field.

Uruk-Lûgât

A backward mountain tribe, the Uruk-Lûgât reside in the southern foothills of the Great Spur of the Misty Mountains. Their strongholds include the hill-fort of Kala Uruk-lûgât and the cave of Gazûgûl. They are an unruly and unreliable force that haunts the western Ettenmoors (the area west of the swamp called "Morva Tarth"). The Rhudaurim fear them, because these Orcs engage in elaborate blood sacrifices and practice ritual murder.

Although the Uruk-lûgât owe nominal allegiance to the Lord of Mount Gram, they generally follow an independent course of action. They shun any sort of frontier guard or patrol duty, prefering to plunder areas that are theoretically already under the Witch-king's sway. The Uruk-lûgât rarely obey orders.

A poor tribe, the Uruk-lûgât carry crude weapons and wear rather ineffective armor. They rely on traps and snares to guard their badly fortified holds. Nonetheless, these Orcs are a proud group that makes the best of a tough lot in life. Their tribal standard, a blood red square emblazoned with a ring of white teeth, flies over dozens of hilltops along the southern flank of the Great Spur.

Uruk-uflag

Ufkral is Lord of the Uruk-uflag, the only tribe of Great-orcs positioned near the Arthadan frontier. Since he is the Chieftain of the chief tribe in the region, he serves as the nominal commander of twelve Orc-tribes. Ufkral answers to no one save Rogrog.

Ufkral's people insure order among the other tribes. Coupled with their elite status, their sheer physical superiority and battle prowess frighten their weaker brethren. It is not surprising, then, that the Uruk-uflag occupy a central position on the front. Their main hold is situated on the Rammas Formen to the north of the Lughoth and Snagoth lands, northeast of Arthedain. They guard the main supply trails, while keeping the Ulogarûm (who live to the west) in check.

The standard of the Uruk-uflag is a three-tailed yellow banner adorned with a black iron crown. The crown is a symbol of the Witch-king, and serves as a reminder of the tribe's high status. Basically the same design as the Nazgûl-lord's flag, the standard differs only in color (the Witch-king's pennant being red).

Zêm-vîshturak

The Zêm-vîshturak is one of the five tribes that occupy the lower halls of Carn Dûm (see Section 7.1.2.). A relatively weak tribe, they perform menial guard duties and receive second-rate equipment. Many of the Zêm-vîshturak are understandably bitter, for they are common Orcs and not Snaga-hai. The tribe's Chieftain, Vîshrakh, is particularly upset about their status.

The Zêm-vîshturak wear rigid leather breastplates and carry short spears. Few own a good shield. Their equipment is crudely marked with their emblem—a simple coiled dragon silhouette. This figure adorns the Zêm-vîshturak's rectangular, tan standard.

Sulmog-vrás wolf-riders



5.0 POLITICS AND POWER

Angmar is a tool of the Necromancer; its purpose is to destroy the kingdom of Arthedain and depopulate Eriador, thus eliminating another barrier to Sauron's conquest of Endor. The domain of the Witch-king is the fruit of over 1,000 years of careful work by the Necromancer and his servants. While the Dúnedain, for the most part, proved difficult to corrupt and dominate, lesser Men did not. Like the Men who followed Morgoth in the First Age, the Angmarim have voluntarily entered the service of the Witch-king, only to be twisted by greed, fear, and hate into faithful slaves of the Necromancer's will. Angmar is a manifestation of Sauron's will and his desire to dominate and enslave the hearts and minds of all Men upon Endor. It is a grim vision of what might one day befall all of Middle-earth.

5.1 HIERARCHY OF ANGMAR

Angmar is not an empire in the true sense, but more akin to a giant army of conquest that has endured for centuries. In fact, it is organized and run on a military model. Ultimate authority naturally rests in the hands of the Witch-king, who carries out the will of his master the Necromancer. However, a Nazgûl is too terrifying a master for most mortals to face on a daily basis, and the Witch-king works through an intermediary called the Angûlion ("Iron Sorcerer").

Like the Mouth of Sauron, the Angûlion is a Black Númenórean who has spent millennia in the service of the Dark Lord. Hooded and cloaked in black, this powerful sorcerer inspires almost as much fear as the Witch-king himself and is often confused with his master by the ignorant and foolish. He has unquestioned authority over the generals and priests of the Dark Lord, and his word is superseded only by that of the Necromancer and the Witch-king.

The Angûlion oversees the affairs of the army and the priesthood, which make up the government of Angmar. His immediate subordinates are the chief Mornartur Dancu and his five lesser generals, and three Gulmathaur (sorcerer priests). The primary responsibilities of government rest in the hands of the military, while the priests work to reinforce their authority and to establish the cult of the Dark Lord firmly in the hearts and minds of the people.

Since Angmar is built on greed and hatred, it is a place full of intrigue and intense rivalry. There is open enmity between the priests and the officers of the army, who actively vie for the favors of the Witch-king and his minion Angûlion. Discreet assassination is an acceptable method of rising in the ranks of Angmar's army and priesthood, provided it is tactfully and intelligently done. Plots to overthrow and discredit political and military rivals are a regular part of life.

5.2 THE PRIESTHOOD OF ANGMAR

The sorcerer priests of Angmar are one of the most potent weapons of the Necromancer. They have done more to turn the hearts of Men to the Dark Lord than any army. With fair words, bribes, and rich gifts, these emissaries of Sauron have infiltrated many cultures in the eastern lands. Their gifts and words have swayed both rulers and peoples.

They rarely proclaim themselves openly as evil, unless they are dealing with an evil culture. Instead, the priests come as servants of Edainil, the "Friend of Men," or Arahoth (aka "Aradain"), the "King of Men." They work to deceive Men just as Sauron deceived the Elven-smiths in the Second Age, with considerable success. As Sauron corrupted Númenor, so do these sorcerers strive to corrupt the lands that they visit.

When greed, intrigue, and fear have begun to dominate a society, the priests introduce the worship of the Dark Lord, the Necromancer. The sorcerous powers of the priests do much to win converts.

5.3 CULT OF THE DARK LORD

The Cult of the Dark Lord is the main religion of the Angmarim. It is the worship of Sauron, but in his shape as the Necromancer. The Necromancer is presented as a powerful god with many aspects. He is the Lord of the Night and of the Moon, whose symbol is a silver orb on a black field. In this aspect he is also called the Dark Lord or the Lord of Darkness and considered a god of sorcery and magic, for all know that such things flourish under the cloak of darkness. As the Lord of Night and of Sorcery, he is said to have power over the evil things which walk the shadows (which is quite true), and he punishes people who displease him by sending the creatures of darkness to torment them (also true). In his most sinister aspect, Sauron is also presented as the Lord of Death, who judges the souls of men.

The religion demands absolute obedience to the Dark Lord and his priests. It promises earthly rewards for the faithful, including riches, land, and power, and swift punishment to those who disobey. All priests are trained in some sort of channeling, sorcery, or magic, so that they may duly work miracles to impress their flock. Human sacrifice is practiced very rarely, and only in the context of punishment for serious disobedience. The other tenets of the religion are malleable, varying from culture to culture and according to the changing will of Sauron and the Witch-king. One Sauronic cult flourishes in the far south, and is called the "Black Hand" (see ICE's *Shadow in the South*). The goal of this evil religion is to close the hearts of Men to the Valar and Eru Iluvatar, and to enslave the will of the Secondborn.

5.4 RITUAL PRACTICES IN ANGMAR

Though all the Angmarim fear and respect the Dark Lord, Sauron has few truly devout followers except among the priesthood and the fanatics. Most Angmarim worship with propitiary gifts of food and livestock, which are kept by the individual priests or sent on the Carn Dûm. Rituals to drive away the evil Dúnedain, involving arcane chanting and impressive pyrotechnics, are a common part of village life.

5.4.1 RELIGION AMONG THE SOLDIERS

The ritual practices of the soldiers are far more sophisticated than those of the simple villagers. Their purpose is to instill the soldiers with a fanatical hatred of the Dúnedain and a desire to fight for the Dark Lord. The most bizarre rituals are those conducted on the eve of an impending battle.

Priests of Angmar, swathed completely in black, first set the stage by chanting and burning incense containing a mind-altering drug, which renders the user amenable to suggestions. This is followed by a display of magical power designed to convince the participants of the actual presence of the Dark Lord. Then the priests whip the soldiers into a frenzy of blood-hatred and battle lust to ensure that they will fight bravely and recklessly in the coming battle. The ritual also includes the occasional execution of deserters and cowards. This is not considered a human sacrifice, but an atonement for the wrong that the offender has done the Dark Lord.

5.4.2 RELIGION IN CARN DÛM

The religious practices of Carn Dûm are the most formal in all of Angmar, and all who live within the city's walls are expected to participate regularly. The rituals conducted by the Angûlion, the Lord High-priest, are the most noteworthy. On these occasions, the Angûlion wears a pectoral of black eog, set with a single silver gem that gleams with an unearthly light. He is assisted by numerous High-priests and acolytes, who move through the congregation carrying incense burners filled with mental intoxicants. When the temple is filled with smoke and the chanting has reached a frenzied pitch, the Angûlion abjures the Dark Lord to come and the Witch-king suddenly appears, filling the hearts of the worshipers with fear and dread. The Iron Sorcerer speaks on behalf of the Nazgûl, sometimes singling out a member of the Cult for praise. His words play on his listeners' fears and desires. The folly of disobedience is demonstrated through terrifying displays of power and vengeance, while obedience and distinguished service never go unnoticed.

5.4.3 THE CULT OF MOR-SEREG

The Mor-sereg (Q. "Black Blood") is a small, select cult of fanatical assassins dedicated to the Lord of Death. There are nine "initiates" who are full-ranking members of the cult, and eighteen "acolytes." Aside from Sauron, the Witch-king, and the Angûlion (the chief initiate), the existence of the cult is known to none.

The members of the Mor-sereg are utterly evil. Their greatest act of devotion is the assassination of a Dúnadan, Elf, or other enemy of the Dark Lord. They conduct no rituals as such, living only to kill in the service of their master. In between such assassinations, they strive to improve their skills and powers or may act as spies for the Dark Lord. Cultists act on the direct order of the Angûlion, or more rarely on the orders of the Witch-king or one of the other Nazgûl.

The Mor-sereg is the product of the Angûlion's tormented imagination, and he has personally chosen its members. The cult has existed since the late Second Age, and membership is limited to thirty-six. When an initiate is killed, an acolyte takes his place, and a new member is picked by Sauron, the Witch-king, or the Angûlion. Members are chosen for their skill, power, and fanatical dedication, and may come from any profession. Since Sauron's hatred of the Dúnedain is so great, the power of the Mor-sereg is centered in Angmar. Initiates and acolytes, however, do dwell in other parts of Endor, acting at the bidding of the Dark Lord.



Students at the college of priests

Initiates of the Mor-sereg

Angûlion—40th level Black Númenórean Sorcerer. Carn Dûm.

Duran—40th level Demon Warrior. Dol Guldur.

Lhachglin—27th level Black Dúnadan Animist. Emyn-nu-fuin (Mirkwood).

Vaal Gark—24th level Avar (Silvan Elf) Ranger. Lord of the Desert Screamers. Pel (far south).

Ulgarin—28th level Half-elf Mage (Gulmathaur). Carn Dûm.

Camthalion—29th level Avar Evil Cleric (Gulmathaur). Carn Dûm.

Namu—20th level mixed Man Ranger, commander of the Ranger's hoerk. Carn Dûm.

Dar Terem—30th level Umbarean (Black Númenórean) Mage. Carn Dûm, Dol Guldur, Umbar, Far Harad.

Ulthug—20th level Half-troll, Lord of the Eastern Slayers. Far East.

5.5 THE ANGMAREAN PRIESTHOOD

The Angûlion has ultimate authority over all of the Priests of Angmar and the two colleges of priests. Three High-priests, called Gulmathaur, assist the Lord High-priest in his duties. Camthalion is the Gulmathaur charged with overseeing the colleges of Litash and Carn Dûm. Two Arch-priests, one in each college, report directly to him. Ulduin has authority over the Priests of Angmar, and his three Arch-priests spend their days travelling throughout Angmar, enforcing their master's authority and acting as his spies. Ulgarin, the third Gulmathaur, oversees the Priests of the Necromancer in the East. Two powerful Arch-priests are her eyes and ears, perpetually spying on, intimidating, and manipulating the Easterlings. Inferior to the Gulmathaur and High-priests is a host of lesser priests who carry out the bidding of the Necromancer.

The Colleges of Priests

There are two colleges of priests in Angmar, one in Litash and another in Carn Dûm. Litash focuses on the training of novices, while the college at Carn Dûm teaches its students more sophisticated and advanced skills. Students are selected by local priests on the basis of their quick wit and intelligence. Prospective pupils who have shown a talent for lying, intrigue, and manipulation are considered especially promising. Youngsters begin their training between the ages of twelve and fifteen.

Every spring, the new students arrive in Litash to begin their education. The pupils are formally initiated into the service of the Dark Lord in the temple of Litash. Donning the red and black robes of acolytes, they sever all ties to past and to their families, and swear sole allegiance to the Dark Lord and the Witch-king.

Students are divided into groups of nine on the basis of their abilities. Each class learns a variety of skills, including magic, at the hands of a different instructor. Novices are taught by priests (3rd level Animists), and, as a student moves up through the ranks, the levels of his instructors increase as well. The acolyte is expected to master spells, falsification, riding, tracking, rune mastery, history, bribery, lie detection, poison lore, and the like. Acolytes complete their training after five to seven years of study and are then sent out to serve as priests in Angmar.

Priests and students who show unusual promise or require special training are sent to Carn Dûm. Here they are taught by nine High-priests of tenth level and above. These priests have a variety of specialized skills which they share with their students. These skills and knowledge vary from priest to priest—one may be especially competent in the use of subtle poisons, and another wise in the ways of the Dúnedain or the Easterlings. The training in Carn Dûm is rigorous, and the student is expected to spend time with every priest. Those who complete the training are marked for special service to the Witch-king and often act as spies or assassins.

5.6 PEOPLE OF NOTE

5.6.1 THE WITCH-KING

The Witch-king is the absolute ruler of Angmar and Sauron's most powerful servant. Of all the Nazgûl, the Witch-king is most capable of independent thought; he is totally subject to Sauron, but within this domination he constructs plans, military strategy, and political tactics to further his master's goals. The chief of the Nine is undead; he exists in the world of wraiths and shadows. His physical manifestation can at best be temporarily dispelled, but his destruction lies in the distant future—the Nazgûl can exist only so long as the One Ring exists.

The Lord of Morgul is a powerful sorcerer, but he rarely uses spells. In the Third Age, the Ringwraith must mask his power since its source is Sauronic. If he were to utilize his magic to its fullest capacity, he would reveal the existence of his master.

The Nazgûl has no need of sorcery, though, to daunt the hearts of men. His innate power and presence are so great that all must resist extreme terror at his arrival or flee in panic. The effect of the Nazgûl's aura varies with range, and he can, if he chooses, cloak his power. When used to its fullest, his aura has a radius of three miles. Those within two to three miles of the Nazgûl feel uneasy, and the fainthearted may run. Between one and two miles away reactions are stronger, provoking a desire to seek immediate concealment. Within one mile of the Ringwraith, most individuals cannot behave normally: their anxiety inspires flight or concealment without hesitation.

GENERAL POWERS AND FEATURES OF THE NAZGÛL

With the exception of the immortal Valar and Maiar, the Nazgûl are among the strongest living powers in Arda. Their strength comes from their ties to the Maia Sauron, their Rings of Power, and, especially, the One Ruling Ring.

While each Úlair is unique, of course, they share certain common elements. They are all immortal and semi-corporeal beings with enchanted qualities, creatures with awesome collective power and formidable individual strength. As is clear in the stories surrounding the Witch-king, they fear no single being from the ranks of Middle-earth's Free Peoples; instead, nature and circumstance usually dictate their vulnerability. No other Men rival them, although the Adan Lords from Númenor and the Kingdoms in Exile could contest them in certain situations. Still, they are sometimes upset or driven away by fire, water, or some manifestation of Varda (e.g., the name "Elbereth"), and magic weapons can slay them.

The following are guidelines providing a breakdown of general attributes common to all Nazgûl. We suggest that a GM use them when employing Ringwraith characters in a FRP game.

(1) Critical strikes—Unless otherwise noted, critical strikes against a Nazgûl are rolled on the Large Creature Critical Strike Tables. This applies to both physical attacks and spells. (Use *MERP* CT-10 and CT-11 or *Arms Law* 8.1.4 and *Spell Law* 10.8.5.)

(2) Shadowy form—When a Nazgûl is present, only part of his form is in Arda at any given moment. The rest of his corporeal being stays in the Shadows outside of the world. In a sense, then, the Nazgûl's soul is frozen on the very brink of Darkness, where life passes into death. A Ringwraith is undead, and cannot die naturally as long as the One Ring exists. However, if Sauron is "killed" while the Ruling Ring remains in Eä, each Nazgûl's form is also slain. Their semi-corporeal bodies dissipate, departing from Arda and entering the Shadow-world. In order to reappear in Arda, they must (1) be summoned by the Dark Lord (meaning that Sauron must first return); and (2) have the strength to reassume their bodies. The second condition might take some time, say 1-100 years, and once in Arda, they may take another 1-100 years to regain their full strength. As a rule, whenever such a rest is required, their power is proportional to their recovery period (e.g., if a Úlair takes 50 days to regain his vitality and it is his third day of rest in Arda, he has but 6% of his usual bonuses). (For more on Sauron and his Ruling Ring, see *LOME*, vol. 1, 7.2.)

(3) Appearance—The Ringwraith's actual form is invisible to the normal eye. Only someone who is also wholly or partially in the Shadow-world (e.g., other Undead, Sauron, etc.), or someone wearing a

Those within a thousand feet are overcome by dread and flee thoughtlessly. Anyone closer than three hundred feet freezes in panic unless he overcomes his fear through strength of will. A strong self-discipline is necessary to overcome the terror that paralyzes both man and animal. In addition to the great fear that the Lord of the Nine radiates, those within three hundred feet may succumb to the Black Breath. The victim falls into dark dreams and dies in a matter of hours or days, depending on his race. Eldar who have lived in Valinor are immune to these effects.

The Witch-king cannot be harmed by most normal and magical weapons. Any that comes in contact with his "flesh" will automatically shatter. There are exceptions to this: Éowyn was fated to kill the Nazgûl; the weapon she wielded was unimportant (*Lot*RIII 141-143). Magic weapons may do some damage, but will shatter unless they are extraordinary. Both of the enchanted knives that the Hobbits wielded upon the Witch-king dissolved, although one did harm the wraith. These powers of resistance to magic result from the Ring that the Nazgûl once wore upon his hand. The Ring consumes the flesh of the wearer and transforms him into an undead under the domination of Sauron, and it adds thirty levels to the Chief Nazgûl's resistance roll versus any kind of spell.

Origins of the Witch-king

The Númenórean Er-Mûrazôr (A. "Black Prince") was the most gifted and powerful of the many great Lords of Westernesse. Although only a Prince, his might outshone all but a few of Númenor's Kings and, in the end, he lived longer than any of the Adan sons. Mûrazôr's tale covers over six and a half millenia and is one of Man's great tragedies.

The Black Prince was born in the year S.A. 1820 in the port city of Andunië in the province of Andustar on the island of Númenor (Andor). As the second son of King Tar-Ciryatan (Q. "Ship-builder") and the younger brother of (Tar-) Atanamir the Great, he traced his lineage to the first King, Elros Tar-Minyatur. His mother gave him the name Tindomul (Q. "Twilight Son"), for he was born during a solar eclipse and his hair was blacker than any she had ever seen. Those lords of Tar-Ciryatan's court who favored the use of Adûnaic (signifying their displeasure with the Eldar and the Ban of the Valar) called him Mûrazôr.

Ring of Power (or using some other like item) can see their true form. They appear in one of two ways (thus the parenthetical Appearance stats): While wearing a Ring of Power they retain the youthful guise they possessed when they first took the Ring (i.e., they look like they did when they first became Ringwraiths), but without the Ring, they are cursed with a pale, almost translucent body and coarse, scraggly, grey hair (i.e., they look like they did at the point after their body reached what would have been its natural death). In the latter case, their withered and seemingly fatigued frame glows when it contacts a glowing item. Whenever a Ringwraith draws his Morgul-knife, for instance, his hand takes on the knife's enchanted aura. A Ringwraith has the ability to summon a Continuous Aura spell (RM Brilliance) at will, casting a bright glow around his body and enhancing his appearance (as well as subtracting 15 from all attacks).

(4) Strength of form—The Ringwraiths, despite being saddled with a withered and pale body, can utilize their form to its uppermost limits. Their vigor and physical aptitude rival those of the stoutest and most youthful of Men. Úlairi do not suffer from penalties associated with age, nor do they tire easily. They require no rest at night. Even during the daylight hours, when they are weakest, they need little sleep (only about 4 hours). The enchanted nature of their form burns with Evil, explaining why normal (non-magic) weapons break upon contact with a Ringwraith's foul flesh. This Evil lives off the spirit of the living, and a Nazgûl can drain 20 Con pts (per round) whenever he touches a victim who fails his RR (roll each round).

(5) Vulnerability to Nature—As enchanted Undead, Ringwraiths are unnaturally immortal. They no longer exist according to Eru's prescription, nor do they stay in Arda with the leave of the Valar. Sauron, through his origin as a Maia servant of Aulë, created them and maintains them outside the conception of the Secondborn and in spite of the conception of the Firstborn. The Nazgûl are therefore contrary to the scheme of things. Accordingly, they suffer in the face of seemingly commonplace aspects of nature. Full daylight halves their bonuses (and their lvls), while cloudy, sunlit conditions reduce their bonuses to but 75% of normal. When encountering running fresh water (e.g., a stream as opposed to a lake) that is 10 or more feet wide and 1 or more feet deep, a Úlair must make a RR (versus the lower of either his own level or a level = half the width in feet + twice the depth in feet) or he is unable to cross the water for 1-10 rounds (after which he may try again). His RR is affected by -10 for each successive attempt to cross. When touched by natural fire (e.g., a torch flame), a Nazgûl must make a RR versus the wielder's level (an unmanipulated flame having a level of 1), with failure resulting in his flight (for 1-100 rounds). Note that Khamûl the Easterling is affected more than his brethren, and therefore he suffers a RR penalty of -20 in addition to any other penalties he may incur.

(6) Effect of Varda—Varda, the Queen of the Heavens, is the antithesis of everything the Úlairi represent. Her presence affects the Ringwraiths more than any other being. When confronted by the manifestation of Elbereth (Varda), such as in the case of an opponent crying out her name (e.g., screaming "in the name of Elbereth Gilthoniel!"), a Nazgûl must make a RR versus the level of the manifestation (e.g., the level of speaker or, in Varda's case, Varda herself), with failure resulting in his flight (for 1-100 hours). (For more on Varda, see *LOME*, vol. 1, pp. 25-26.)

(7) Enhanced Senses—The Nazgûl see perfectly in the Shadow-world, but they are virtually blind in Arda. The combination of their other, enhanced senses, however, enables them to "see" perfectly, even in utter darkness (although the effectiveness of their vision is affected by natural sunlight, as noted in #5, above). This enhancement (coupled with their immortality) also affects their learning pattern, enabling them to derive more knowledge per skill rank. Thus, they receive a +5 bonus per rank for ranks 1-20, a +2 bonus per rank for ranks 21-40, a +1 bonus per rank for ranks 41-50, and +.5 per rank thereafter.

(8) Presence—Anyone coming within sight of a Nazgûl makes a RR versus a 6th level Fear spell. With a RR failure of 01-50 the victim flees in terror for 1-5 minutes. If the RR failure is 51-100, the victim flees in fear for 1-100 minutes. If the victim fails by 101+, he falls under the control of the Ringwraith for 1-10 rounds and then collapses in shock for 1-100 minutes. In addition, a Nazûl can look upon an individual, his concentrated gaze delivering a True Charm spell (RM Spirit Mastery).

(9) Black Breath—The Ringwraiths may use the Black Breath up to nine times in a given day. It has a range of 300' and affects targets within a target radius of 5'. Targets failing their RR by 01-50 fall into despair for 1-100 rounds and then into an unwakable sleep for 1-100 hours, while failure by 51-100 results in target being captured by despair for 1-100 hours and then rereating into an unbreakable slumber for 1-100 days. RR failure of 100+ results in target succumbing to a fatal, cursed sleep, where overwhelming awful black dreams ultimately destroys the victim's mind in 1-100 hours. (Only the herb Athelas or a powerful spell removing the curse can stir the victim and thereby prevent this horrible fate.)

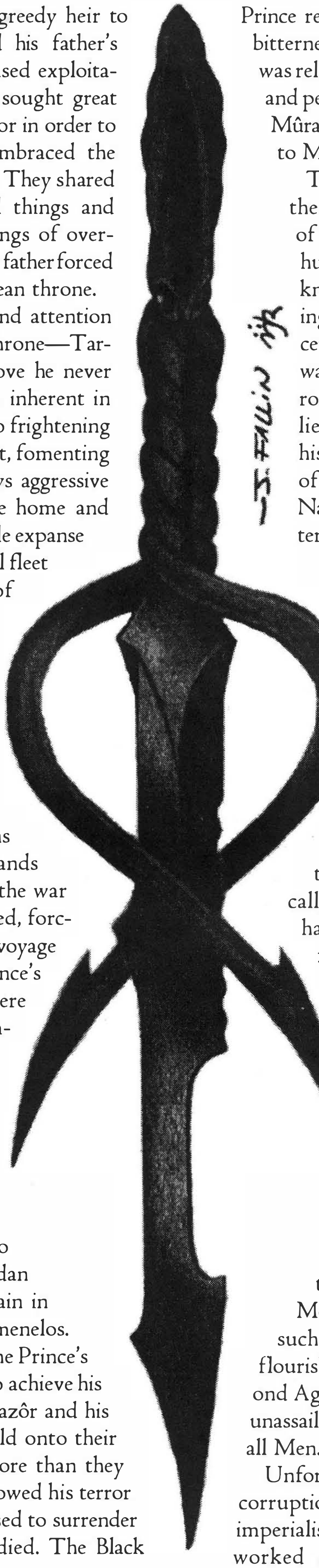
Like his brother, the proud and greedy heir to throne, the Black Prince supported his father's ambitions and lobbied for the increased exploitation of Middle-earth. Tar-Ciryatan sought great wealth and sent his huge fleets to Endor in order to exact tribute, and both his sons embraced the benefits of his often ruthless policies. They shared their father's penchant for material things and power and had witnessed the workings of overweening ambition first-hand when their father forced their grandfather from the Númenórean throne.

Atanamir enjoyed the privileges and attention accorded to the heir to the Adan throne—Tar-Ciryatan showed him the prideful love he never shared with Mûrazôr. The jealousies inherent in the family character eventually grew to frightening proportions in the Black Prince's heart, fomenting hatred and unbounded desire. Always aggressive and fiery, Mûrazôr resolved to leave home and found his own empire in the vulnerable expanse of Middle-earth. He assembled a small fleet and set sail for Endor in the spring of S.A. 1880.

The sixty-year-old Prince landed at Vinyalondë (Lond Daer) in Eriador, at the mouth of the Gwathló in the Enedhwaith. There, he debarked at the ancient haven amidst little celebration and, within weeks, he engaged in a brief struggle for dominance over the strategic port. His plans to carve out a kingdom in the fertile lands that Sauron's hordes had ravaged in the war with the Elves (S.A. 1693-1700) failed, forcing Mûrazôr and his followers to voyage southward. In S.A. 1882 the Black Prince's ships dropped anchor in Umbar, where the Númenórean Lord proclaimed himself "King." Although successful in wresting control from the local colonists, he ruled for only a few months. The Númenórean adventurer's pretensions of rule faced an inevitable and overwhelming challenge from his father, Tar-Ciryatan, who ordered his recalcitrant son to return home to Westernesse. Mûrazôr refused the Adan King's wishes, but he dared not remain in Umbar in defiance of the edict from Armenelos.

The Lord of the Rings perceived the Prince's displeasure and offered him a means to achieve his goals. Sauron realized that both Mûrazôr and his older brother Atanamir sought to hold onto their youth, and that they feared aging more than they feared any corporeal foe. Atanamir showed his terror of death later in history when he refused to surrender the Sceptre of Númenor before he died. The Black Prince revealed this fear by speaking openly of his bitterness toward the immortal Elves to whom he was related through Elros Halfelven. Ever-vigilant and perceptive, the Dark Lord sought to corrupt Mûrazôr by bringing the dissatisfied Númenórean to Mordor.

The Black Prince went to Barad-dûr during the first week of S.A. 1883 and became a pupil of the Lord of the Rings. During the next one hundred and fifteen years, he expanded his knowledge of enchantments and spell-casting, becoming an exceedingly powerful Sorcerer. Mûrazôr's knowledge of the Black Arts was second only to Sauron's, and he quickly rose to become the Evil One's most trusted lieutenant. His lessons learned, he submitted his spirit to his Master, who gave him a Ring of Power in S.A. 1998. The first of the nine Nazgûl, the Black Prince was known thereafter as the Witch-king or the Lord of Morgul (S. "Dark Sorcery").



Knife of the Ringwraith

The Lord of the Nazgûl

Throughout the rest of the Second Age, the Witch-king stayed in Mordor and served Sauron by coordinating the efforts of the other Úlairi. These years comprised the period of his complete transformation into a hideous wraith possessed of an exceptional command of sorcery. His role as the Lord of the Nazgûl testified to his awesome magical skills. Ironically, Mûrazôr was the only Ringwraith who had not presided over a kingdom of his own for a considerable period prior to accepting his Ring of Power; however, his origins as a Prince of the Edain of Númenor provided him with inherent command abilities that far exceeded those of his Undead peers.

The Lord of the Rings gave the Black Captain all of the trappings of a King, for, aside from Sauron himself, the Lord of Morgul was the mightiest servant of Darkness in Mordor's hierarchy. No one, not even Gothmog the Half-troll Warlord (and, later, Lieutenant of Morgul) or the Mouth of Sauron, enjoyed such trust from the Evil One. Their relationship flourished throughout the latter part of the Second Age, as teacher and pupil sought to build an unassailable kingdom and establish dominion over all Men.

Unfortunately for the masters of Mordor, their corruption of Westernesse produced a policy of imperialism in these embattled states that ultimately worked against Sauron's plans. The goals of

Númenor's Kings came to mirror, at least in part, those of the Dark Lord. Both powers sought to unite the Secondborn under one absolute monarch. Inevitably, this rivalry between Sauron and the Witch-king's Númenórean brethren erupted into outright war.

Ar-Pharazôn, the strongest of Númenor's later Kings, led an armada to Endor in S.A. 3261 in hopes of crushing the forces of Mordor and establishing hegemony over Middle-earth. Landing at Umbar, he marched northward across Near Harad (then contested by Númenor and Mordor's cohort, Adûnaphel the Nazgûl) and met the Host of Mordor near the river Harnen in early S.A. 3262. The Adan King's army appeared too potent for the Evil One to contest, so Sauron surrendered and was brought to Andor as Ar-Pharazôn's prize captive.

The capture of the Dark Lord left the Witch-king briefly in control of the Kingdom of the Shadow, but the omnipresence of the Edain forced the Ringwraiths and Sauron's other minions into hiding. This prevented the Lord of the Nazgûl from waging any significant campaigns in his Master's absence. Although the Black Captain and the other Úlairi contested Númenórean advances in certain regions of Middle-earth, the Witch-king operated very quietly until Sauron's return after the Downfall of Númenor in S.A. 3319.

The Lord of the Rings' reappearance in Mordor in S.A. 3320 renewed the wars of conquest against the Free Peoples of Endor and brought the Ringwraiths out of hiding. For the next one hundred and nine years, the forces of the Shadow regrouped, grew, and mobilized under the guidance of the Chieftain of the Nazgûl. Then, in S.A. 3429, the Witch-king led an army into Ithilien and assailed Gondor, the newly founded South Kingdom (which, like Arnor in the North, was one of the Kingdoms in Exile). King Anárion of Gondor (co-ruler with his brother Isildur) successfully defended the west bank of the Anduin; his resistance dealt a stalwart blow to the Black Captain's plan to subjugate the South Kingdom before a Dúnadan relief force could arrive from Arnor.

The ensuing standoff lasted five years, until the Wraith-king was forced to retire toward Morannon in the face of an army from the North led by Gil-galad and Elendil the Tall. Joined by the Dark Lord's main horde, the Witch-king turned on his pursuers in the fields of Dagorlad, before the gates of Mordor. There, the Last Alliance of Men and Elves vanquished the Lord of the Nazgûl's warriors and broke the defense of the Black Land. The victors chased the shattered remnants of the Sauron's army to Barad-dûr, and then they laid siege to the Dark Tower for seven years. Anárion died under a stone cast from the battlements in S.A. 3440, but his death was avenged the following year. The Last Alliance finally entered the hold of the Lord of the Rings in S.A. 3441, bringing an end to the war and the Second Age. Sauron slew both Gil-galad and Elendil, but King Isildur of Gondor cut the Evil One down and sliced the One Ring from his twisted hand. Thus, the Dark Lord and his nine Úlair servants passed into the Shadows.

THE NINE RINGS OF POWER

After the end of the Second Age, the Nazgûl no longer bear their Rings of Power. Instead, Sauron retains them until the recovery of the Ruling Ring. These rings are each made of enchanted and virtually weightless gold ithilnaur and inscribed in Quenya using the Tengwar. A unique jewel adorns each one, and each shines with its own particular aura, but all of the Rings are invisible to anyone except another Ring-wearer or the Lord of the Rings himself. Originally forged with good intent, they became corrupted by Sauron and hence inextricably tied to the One Ring. Each Ring has the following powers:

— Free use of any one spell list (to 50th lvl) which is known (to any level) by the wearer at the time the Ring is initially worn by the wearer.
— Continuous use of the Mystic Base list Hiding spells: Unpresence and Nondetect (RM).
— Continuous use of the Closed Essence list Spirit Mastery spell: Spirit Mastery (RM), or all the open Essence list Spirit Mastery spells (MERP).
— If wearer is "stunned and unable to parry," treat wearer as merely "stunned."
— x9 PP enhancer (any realm of power).
— +15 to wearer's DB, RRs, directed spell OBs, and Constitution bonus.
— Wearer's form is immortal*.

* Note that so long as Sauron holds his Ring, the Nazgûl's form remains immortal. Only with the destruction of the Rings or the gift of the Ring to another wearer, will the Ringwraith lose this magical benefit.

THE EARLY THIRD AGE

The Kingdoms in Exile enjoyed great prosperity during the early Third Age, for it was not until T.A. 1000 that Sauron stirred again in Arda. Gondor conquered a vast realm, while Arnor established dominion over most of Eriador. Despite constant wars with Harad and the sundering of the North Kingdom in T.A. 861, the Dúnedain reached great heights of power.

As Gondor reached the apogee of its might in T.A. 1050, however, the Nazgûl returned from the Shadows and began rebuilding their strength in Middle-earth. Their Lord, the Witch-king, went to Dol Guldur in Rhovanion, where Sauron hid under the guise of the Necromancer. The Black Captain remained in the Dark Lord's hold for the next two-and-a-half centuries, and from this secure refuge, he plotted the destruction of the



Anárion's death

weaker of the two Dúnadan kingdoms. The Witch-king understood that care was in order, knowing that the loss of the One Ring at the end of the Second Age significantly weakened the forces of Darkness.

By T.A. 1300, the methodical plan to crush Arnor was complete, and the Lord of the Ringwraiths flew north to the plateau that rises between the two northernwestern spurs of the Misty Mountains (Hithaeglir). This cool, high plain overlooked the wilds along the northeastern frontier of the realm the Black Captain planned to destroy. It was there that he founded his own kingdom: Angmar (Q. "Iron Home"), the land of the Witch-king.

The Wars in the North

The Lord of the Nazgûl ruled his new domain from the mountain citadel of Carn Dûm (S. "Red Fort" or "Red Hold"), a giant cavern-fortress built into and around the last peak in the northern Hithaeglir. Never revealing his true identity, he gathered two hosts: an army composed of over 30 Orc tribes commanded by the Olog warlord Rogrog; and the Angmarim, a force of over 10,000 Men drawn from the Dark Lord's subject peoples in Eriador, Rhovanion, and Rhûn. These warriors were deployed in holds along the ridges north of the Ettenmoors and the Oiolad (S. "Cool Plain"). Holds like Morkai and Mount Gram threatened all of the North Kingdom's upper frontier, but they initially concentrated near the sparsely populated northeastern border—above the relatively vulnerable and primitive realm of Rhudaur (S. "East Wood").

Arnor's breakup in T.A. 861 left three ostensibly allied successor states: Arthedain in the northwest, Cardolan in the south, and Rhudaur in the northeast. Both Arthedain and Rhudaur lay near Angmar, but the latter of the two northern realms was far weaker. Arthedain contained a large proportion of Dúnadan residents and served as the home of both of Arnor's capitals and most of the lost kingdom's major castles. Rhudaur, on the other hand, held relatively few of the Dúnedain, and most of its often disgruntled population was scattered in the rugged countryside. It was a natural target for the Witch-king's hungry armies so, in the first five decades after Angmar's rise, the Black Sorcerer's hordes overwhelmed the East Wood and brought its surviving population under the Shadow. Rhudaur ceased to exist as an independent and free nation by the middle of the fourteenth century, T.A.

The conquest of Cardolan (S. "Land of Red Hills") served as the Morgul-lord's next goal. While much stronger than Rhudaur, it lacked Arthedain's military resources and natural defenses. Its capital and main city, Tharbad, sat on the lowlands along the river Gwathló and much of its border with Rhudaur was composed of a poorly defended hedgewall. Cardolan's strategic location also invited attack, for Tharbad straddled the road between Arnor and Gondor, and the capture of this vital artery meant the isolation of Arthedain. Just as important, the Witch-king could virtually surround Arthedain's heartland with the taking of its southern neighbor.

These enticements led to the subsequent bloody attack on Cardolan. Rhudaur declared war on the Land of Red Hills sometime before T.A. 1350, and fighting raged along the Mitheithel and near Amon Sûl (Weathertop) for the next fifty-nine years. With the help of the Arthadan army, the Dúnadan Princes of Cardolan bested their old allies, however, and the King of Angmar was eventually forced to commit his own troops. After building his supply routes through Rhudaur, the Witch-king ordered his forces to join the war and directly assault the dike and hedgewall that guarded Cardolan's northeastern bounds. The Angmarim crossed the open Lone Lands and smashed through the Dúnadan defenses south of Weathertop. Surrounding the great Arnorian citadel that housed one of the three palantíri of the North, the host of Angmar cut the defending forces in half and drove the Prince and his retainers through the Barrow-downs (Tyrn Gorthad) and into the eaves of the Old Forest. The last free ruler of Cardolan died as Tharbad fell.

Arthedain's main army barely survived the battle at Weathertop. Withdrawing into the surrounding hills with the Seeing-stone, they yielded the tower on Amon Sûl and retreated home to Fornost. The Angmarim razed the citadel after wiping out its few remaining defenders—brave warriors who fought to cover the retreat of their brethren. Once again, the Lord of the Nazgûl prevailed. Cardolan passed into his fold.

Arthedain survived 566 years after the collapse of its last sister state. Facing overwhelming odds, the Dúnedain of the last successor kingdom doggedly drove off a number of major attacks along its eastern and northern boundaries. Many of Arthedain's beleaguered people relocated toward the frontier and concentrated in Fornost or in manors and settlements near the kingdom's border-forts, enabling the Edain of the North to react quickly to any significant incursions. (This population shift made room for the Hobbit migration into Arthedain's Shire in T.A. 1600-40.)

Nature intervened as well, for the buildup of Angmar's forces in Cardolan prior to T.A. 1636 ended with the onset of the Great Plague. The pestilence that struck during the winter of 1636-37 devastated Cardolan's remaining residents, but it also decimated the Witch-king's southern army. Angmarim in Rhudaur and Angmar fared poorly—worse than the Dúnedain—forcing the Lord of the Nazgûl to slowly rebuild his shattered forces and delay a final confrontation for another three centuries.

Arthedain's end came in the War of T.A. 1973-75. After nearly a decade of massing on the Arnorian frontier, the Witch-king poised his armies for the killing blow, and King Arvedui realized that the Host of Angmar could not be stopped without aid from the South Kingdom. He urgently appealed to Eärnil but, before the Gondorians arrived, the Black Sorcerer initiated his deadly strike. Angmar's armies overran Arthedain in T.A. 1974, sending Arvedui into hiding in the Dwarf-mines of the Nan-i-Naugrim in the Blue Mountains of Lindon. Arvedui died in the Ice Bay the following year while seeking aid from the Lossoth of the Far North. Both of the palantíri his retainers had rescued during the slaughter in Arthedain perished with him. Their loss was a fitting symbol of the end of the North Kingdom and the completion of the Witch-king's primary goal.

Although the Lord of the Nazgûl crushed Arnor, he faced a still greater foe. Gondor's relief army landed as Arvedui fled northward and marched to challenge the victors. Meeting the Witch-king near the ruins of the ancient Arnorian capital of Annúminas, Eärnur of Gondor and his Eriadoran allies vanquished the Host of Angmar and drove the Black Captain from the field. The Wraith-lord's Iron Home fell later the same year, ending the saga of the Northern Wars.

Minas Morgul

Following the fall of Angmar, Sauron sent his exalted Lieutenant to join his eight companions in Mordor. There, the Witch-king gathered the Úlairi and planned the surprise attack against Minas Ithil, the Gondorian capital of Ithilien and the key to the valuable cleft of Cirith Ungol (S. "Spider Pass"). The Ringwraiths quietly assembled an army in Gorgoroth and unleashed its fury in T.A. 2000. Quickly surrounding their prize, they cut the town off from the rest of Gondor and settled into a two-year siege.

In T.A. 2002, the Witch-king entered Minas Ithil and made the white marble city his new home. It remained the Black Captain's abode until his death. The Men of Gondor mourned the loss, renaming the Tower of the Moon Minas Morgul—the "Tower of Dark Sorcery." From that point onward, the glow of the town's moonlit walls signified Evil and shone like a symbol of the Witch-king's terror.

The palantír housed in Minas Morgul's Tower of the Stone served Sauron well throughout the next millenium. Its presence, coupled with the strategic and emotional value of the city itself, compelled the Dúnedain of the South Kingdom to try to recover the fortress-town. Ever-deadly and always wily, the Morgul-lord played upon their desires and desperation, twice challenging Gondor's champions to single combat. The Witch-king slew Prince Aeardur of Lond Ernil (Dol Amroth)—the last of the First Line of Princes in Dor-en-Ernil—in T.A. 2004, and he cut down King Eärnur in a duel in T.A. 2050, ending Gondor's Line of Kings. In both instances, the Dúnadan challenger died before the silvery gates of the city. Eärnur's death marked the beginning of the era of Ruling Stewards and ended any attempts to recapture Minas Morgul and the western pass into Mordor.

The Prelude to the War of the Ring

The Witch-king oversaw the Black Land for the next 891 years, until the return of Sauron from Dol Guldur in T.A. 2941. His minions multiplied, fortifying the Morgul Vale around the mouth of Cirith Ungol. Minas Morgul became a nearly impenetrable bastion haunted by the shrieks of the resident Ringwraiths. All the while, the Dark Lord's Black Captain prepared for the coming war and guarded his Master's homeland.

The Witch-king only launched one attack into the neighboring province of Ithilien during this respite, an Uruk attack against the exposed and underpopulated city of Osgiliath (S. "Fortress of the Stars") on the Anduin. The former capital of Gondor sat astride the best route across the lower part of the Great River, and its huge stone bridge provided the most convenient access to Minas Tirith. In T.A. 2475, the Uruk-hai swept out of Minas Morgul and drove through the old city under the cover of a befouled night sky. Although retaken by the Dúnedain, Osgiliath's bridge—and the lofty Tower of the Stone rising above the center of the river that held the master palantír—fell into the Anduin. The Fortress of the Stars became a deserted and ever-threatened stronghold as the rest of Ithilien came under the Shadow.

Work began on Barad-dûr in T.A. 2951, ten years after the Evil One's arrival in Mordor, and the minions of Darkness gathered in Gorgoroth and Minas Morgul for the ultimate assault on Gondor. Sauron was made desperate by the possibility that the lost Ruling Ring would fall into the hands of a worthy foe. He resolved to destroy the Free Peoples before they could gather under the banner of another king. The preparations lasted 67 years, so it was not until T.A. 3018 that the Host of Mordor and the Lord of the Rings stood poised for the Great War.



Ringwraiths give chase

The Search for the Ring

With the end of winter, the Witch-king led Sauron's southern army against the garrison at Osgiliath, throwing the Gondorians across the river. The Black Captains' forces pursued the defenders onto the western bank and through the west quarters, securing the city for the Dark Lord's coming invasion. Gondor's army reacted with greater strength than anticipated, however, and the southern horde progressed no further. As the lines stabilized, the first test of the Free Peoples ended with the Witch-king's departure on the quest for the One Ring.

The Chieftain of the Black Riders rode with the other eight Úlairi up the Anduin Valley in search of the Shire. Reaching the old Stoor-homes at the Gladden Fields (where Déagol and Sméagol had found the Ruling Ring), they routed the few residents and uncovered nothing of any import. Sauron's Lieutenant realized that they had mistaken the ancient settlement for the real land called Sûza (Kd. "Shire"), so he ordered his companions to turn south and head for Eriador. They passed between Lórien and the cliffs to the west and rode through Rohan, past Isengard, and into Eriador. Taking the Greenway to Tharbad, the Nine crossed the Gwathló and entered old Cardolan. Eventually, they split into two groups, with Khamûl leading two Riders directly through the Shire while the Witch-king took the others north toward Andrath and Bree in hope of cutting off any support or opportunity for flight.

After failing to capture Frodo and the Company of the Ring in the Shire itself, the Nazgûl gave chase along the Great East Road. Ûvatha the Messenger broke off to deliver word to Khamûl of the Hobbits' escape route. The Morgul-lord and his four other companions rode toward the commanding summit of Weathertop, where the view of the road and the neighboring expanse of En Eredoriath (S. "The Lone Lands") would help them to intercept the fleeing Halflings. Seeing firelight on the peak, the five Ringwraiths followed the most recent tracks up the hill and attacked the resting Company in hope of attaining their Master's prize. Three Nazgûl advanced as the Hobbits formed a tight circle around the fire. The Witch-king managed to stab the Ring bearer in the left shoulder with his Morgul-knife as the Ranger Aragorn leaped forward to intercede. Luckily, the firebrand and Aragorn's bravery enabled the Hobbits to survive the nocturnal attack, and the five Úlairi withdrew.

Frodo's wound would not mend without aid from a high Healer, for the Black Captain's magical knife blade imbedded itself and was slowly working its way toward the Hobbit's heart. Although the Witch-king was unsuccessful in the melee on Amon Sûl, the cursed weapon he wielded had the power to bring the bearer of the Ring under the Úlair's spell as a wraith. Strider realized the Halfling's danger after finding the knifehilt and prepared an Athelas wash, but he knew that the party had little time to spare. With daylight, the Company fled toward the Bruinen Ford.

The Chieftain of Ringwraiths watched these proceedings, and, after joining with Khamûl's Riders, he and the other Nazgûl broke into furious pursuit. The Nine rode their prey down at the Bruinen Ford just west of Rivendell, and cried for Frodo to surrender. As the Hobbit resisted their compelling summons and gathered his last strength to finish the crossing, the Witch-king and two of his servants (Ûvatha and Dwar) plunged into the river—only to find themselves engulfed beneath a torrential tide of magically summoned floodwaters. The enchanted current swept the Morgul-lord and the other eight Black Riders downstream, claiming their awful steeds. So ended the search for the Ring.

The War of the Ring

After the disaster at the Bruinen Ford, the Witch-king retired to Minas Morgul and returned to his role as commander of Mordor's southern host. His goal was the capture of Minas Tirith and the defeat of Gondor. For this purpose, he arrayed his main army outside Osgiliath, planning a pincer of two wings. The other force issued out of Morannon and massed upriver by Cair Andros, providing the Ringwraith with two crucial Anduin crossings and insuring that his enemies could not flee northward into Rohan.

The Gondorians retook western Osgiliath in early T.A. 3019, but soon thereafter the Black Captain sent his army across the river and scattered the guards in the ruined city. As the Morgul-host drove across the river from the east, smashing through the gates of the Rammas Echor that enclosed the Pelennor (S. "Fenced land"), another army came south from Cair Andros and entered the encircling outer walls from the north. The retreating defenders reached the city gates as the two attacking arms joined forces. Minas Tirith was surrounded.

The battle that followed took place before the walls of the city. As the ram Grond smashed the Great Gates, the main Hafherë of 6,000 Riders of Rohan and the 120 Rohirrim of Théoden's Guard struck the attacking force from the north, sending waves of Orcs into retreat. The Hafherë, led by Éomer, overran the main road and rode into the Haradrim between the ramparts and the river while Théoden and his guard skirmished with the Haradan Lord in front of the Great Gates. For the first time, the tide of battle favored the Free Peoples, and Prince Imrahil of Dol Amroth gathered the warriors in the forecourt of the city in preparation for a sally into Pelennor.

The Death of the Witch-king

The Lord of the Nazgûl responded by intervening in the fray involving the Rohirric King. Flying on the back of his Fell Beast, he dove upon Théoden. The advancing Rohirrim's horses panicked as the Witch-king slew the Lord of Rohan with his awful mace. This act reversed the Riders' success and endangered the Rohirric army, but it also enraged Théoden's niece Éowyn, who fought disguised as the young man Dernhelm.

Fully armored and unrecognizable as a woman, Éowyn challenged the Witch-king as he stood over the bodies of her uncle and his beloved mount Snowmane, but the Morgul-lord scoffed at her words. Proclaiming that no man was fated to slay him, the Chieftain of the Ringwraiths eyed his kill and warned her of her folly, not knowing that he faced a maiden. It was then that Éowyn shed her helm and announced:

"But no living man am I! You look upon a woman. Éowyn I am, Éomund's daughter. You stand between me and my lord and kin. Begone, if you be not deathless! For living or dark undead, I will smite you, if you touch him."

— ***LotRIII***, p. 141

Silent, the Wraith-king rose on the sweeping wings of his Fell Creature, his fear and ire aroused. Éowyn stood strong, though, as the evil beast descended to attack her with its hideous claws and beak. She parried the initial foray and then sliced the monster's head from its long neck. The Fell Beast tumbled to the ground, but the Lord of the Nazgûl rose again and advanced with his mace held high. He struck her green shield, shattering it, and raised his weapon for the slaying blow. Suddenly, the Hobbit Merry rushed behind him and plunged his enchanted sword into the back of the Witch-king's knee, stunning the Morgul-lord and giving Éowyn time to recover. The Rohirric maiden gathered herself and drove her blade through the Ringwraith's neck. As fated, no man slew Sauron's Lieutenant; instead, he perished at Pelennor by the hand of a woman.

Features

The Witch-king stands 6'10" and weighed 260 lbs. His pure Edain heritage give him deep grey eyes, black hair, and fair skin, but these are obscured beneath his accoutrements. He wears his father's famous Sea-helm, the karma of Tar-Ciryatan of Númenor. The helm serves to protect him, as well as proclaiming him to be King, for the overlapping sea-drake skin plates rises in a spiny crown-shaped crest embellished with gold. His simple iron crown is set into the crest, while the formidable "Morgul Plate" covers the rest of his imposing figure. Of sea-drake skin plate, this magic armor deflects all but the finest of blades.

THE WITCH-KING

Lvl: 60.

Race: Dúnadan (fallen Númenórean).

Home: Armemelos and Romenna in Númenor; later Barad-dûr in Mordor, Carn Dûm in Angmar, and Minas Morgul in Ithilien.



The Witch-king

THE WITCH-KING IN MERP

Hits: 360 Melee **OB:** 180 **Missile OB:** 90
AT (DB): Plate (120).

MERP Profession: Mage.

MERP Stats: ST 101, AG 100, CO 101, IG 101 IT 101, PR 90.

MERP Skills: Acting 75, Administration (Influence) 139, Adrenal Defense 35, Adrenal Moves 35, Ambush 9, Animal Tracking 65, Architecture 133, Caving 15, Channeling 90, Climb 75, Cookery 25, Crafting (Craft) 115, Dance (Athletic) 35, Diplomacy (Influence) 149, Diving (Athletic) 10, Detect Trap 35, Falsification (Craft) 15, First Aid (Lore) 5, Foraging 50, Frenzy 20, Herding 65, Linguistics 10, Martial Arts Striking 40, Mathematics (Lore) 45, Meditation 35, Navigation (Lore) 85, Perception 152, Pick Lock 75, Public-speaking (Influence) 100, Read Runes 75, Ride 102, Row 5, Sailing (Athletic) 75, Signaling 55, Smithing (Craft) 65, Spell-mastery 45, Stalk/Hide 85, Star-gazing (Sky-watching) 55, Staves&Wands 100, Strategy (Lore) 151, Subduing 25, Swim 80, Tactics (Lore) 120, Tracking 100, Trading 55, Trickery 60, Weather-watching (Sky-watching) 85.

MERP Spells: 180 PP. Base spell OB is 60; directed spell OB is 90. The Witch-king knows all base Sorcerer lists to 60th lvl, all base Ranger lists to 10th lvl (MERP), and all Closed Essence and Closed Channeling lists to 10th lvl (RM).

THE WITCH-KING IN ROLEMASTER

Hits: 360 Melee **OB:** 180 **Missile OB:** 90
AT **(DB):** 20 (120).

RM Profession: Sorcerer.

RM Stats: St 101, Qu 101, Em (100), In 101, Pr 90 (120), Ag 100, Co 101, Me 101, Re 101, SD 40 (100).

RM Skills: Acting 75, Adrenal Defense 35, Adrenal Moves (all) 35, Ambush 9, Administration 139, Animal Handling 65, Anthropology 10, Architecture 133, Attunement 100, Basic Math 45, Caving 15, Channeling 90, Climbing 75, Cooking 25, Dancing 35, Detect Trap 35, Diplomacy 149, Diving 10, First Aid 5, Foraging 50, Forgery 15, Frenzy 20, Herding 65, Hiding 85, Martial Arts Striking 40, Meditation 35, Metal-crafts 65, Military Organization 15, Navigation 85, Observation 152, Picking Locks 75, Public Speaking 100, Read Runes 75, Riding 102, Rowing 5, Sailing 75, Signaling 55, Spell Mastery 45, Stalking 85, Star Gazing 55, Subduing 25, Swimming 80, Tactics 120, Tracking 100, Trading 55, Trickery 60, Weather Watching 85, Woodcrafts 115.

RM Spells: 255 PPs. All Sorcerer Base to 30th (+45), all Closed Channeling to 10th lvl (+25), all Closed Essence to 10th lvl (+25), all Ranger Base to 10th lvl (+25).

Appearance: 75.

THE WITCH-KING'S PRINCIPAL ITEMS

Vasamacil—(Q. "Blade-eater"; S. Vasamegil) +30 flaming broadsword forged in Thangorodrim out of black ithilnaur and inlaid with veins of fused rubies. Its deep red pommel is crowned with a large (1000 gp) enchanted ruby. So long as the ruby remains inset into the sword, the weapon delivers a Heat critical (of equal severity) in addition to any normal critical strike it yields. The sword shatters weapons that parry its blows (opposing weapon must make a RR vs a 60th lvl attack if the attack result is "0 hits;" RR failure results in opposing weapon's destruction).

Nallagurth—("Death's Proclaimer") +30 Elf- and Man-slaying mace forged in Utumno out of black eog and subtly inlaid with veins of fused diamonds. Its inset black laen tip is enchanted and contains a permanent symbol, a 60th lvl Slow Death curse (a victim given a crit and failing a RR dies in 1-100 weeks).

Romoquenáro—("Fiery Envoy") +30 Númenórean steel composite bow. Whenever it is fired in darkness its arrow immolates upon leaving the bow. While on fire, the arrow yields a +30 Fireball attack whenever it strikes a target.

Iron Crown—("Crown of Angmar") A simple, enchanted iron crown, unadorned by any jewels or inlays. It is the symbol of the King of the North. A +6 Essence and Channeling spell adder, it adds +15 to wearer's DB.

Thôlogaer Ciryatano—("Sea-helm of Ciryatan") A x6 Essence and Channeling PP multiplier, the magic Sea-helm was once worn by Tar-Ciryatan of Númenor. Its overlapping sea-drake skin plates climax in a spiny crown-shaped crest, a variation of the karma design used by the Uinendil (S. "Followers of Uinen") Captains of Númenor. It adds +15 to wearer's RRs vs spell attacks.

Plate Armor—("Morgul Plate") +20 black sea-drake skin plate armor (AT 20) which encumbers wearer like normal clothes (i.e., no armor/AT 1).

Morgul-knife—("Sorcery Knife") +30 dagger which strikes as a short sword. Its long, thin enchanted blade gleams with a cold glint. It dissolves when exposed to sunlight and breaks off whenever the knife yields a critical strike. Once the blade is embedded in a victim, the victim must roll a RR versus the wielder's lvl. Failure results in the blade finding its way to the victim's heart within a number of days equal to 50 minus the RR failure number (e.g., RR failure by 21 means 29 days). Should the shard reach the victim's heart, the victim becomes a wraith-servant (i.e., an undead slave) of the knife-wielder, operating thereafter at -50. Failure also results in a debilitating poisoning, and the victim operates with a penalty equal to twice the RR failure number (until he becomes a wraith).

SPECIAL POWERS

Authority of Presence—The Witch-king's Presence is greater than those of the other Úlairi. Those coming within sight of the Morgûl-lord must make a RR versus a 9th lvl (rather than a 6th lvl) Fear spell. (See "The General Powers of the Nazgûl" above.)

Fate—Glorfindel foretold at Fornost in T.A. 1975 that the Witch-king would not perish at the hands of a man (*LotRIII* 412), and his prophecy proved true. It was the woman Éowyn who slew the Lord of the Nazgûl on the Pelennor Fields (*LotRIII* 141-43). Clearly, Éowyn was fated to kill the Wraith-king, and GMs might wish to interpret this prophecy accordingly. It is suggested, however, that the circumstances of the Witch-king's death need not necessarily be so specific. To begin with, any female of the Secondborn and any member of another race will qualify as a non-Man. In addition, any object or accident might be construed as being capable of felling him. (Of course, note the Nazgûl's immunity to normal weapons.) Such a liberal interpretation might be better-suited for the circumstances of the GM's campaign, particularly if the events at the Battle of Fornost or during the War of the Ring differ or fail to occur.

Feeling—In any given round, the Witch-king can concentrate and determine the exact location of the source of any one presence located within 10' (target gets RR vs 30th lvl search).

5.6.2 THE ANGÛLION

The Angûlion is the most powerful mortal in the service of the Necromancer. He gave his fealty to Sauron during the Second Age, at the same time as his cousin Akhôrahil, who later became one of the Ringwraiths. The Angûlion is a (32nd level) sorcerer, utterly evil and completely loyal to Sauron and the Witch-king. His great power confers on him a high degree of immunity to the spell of dread which the Úlair cast over mortal Men, and his long association with them has artificially lengthened his life span.

He has served Sauron in many capacities over the centuries. The Angûlion is a master of persuasion, and his silver tongue has won the Dark Lord many friends and allies. At times, he works as Sauron's assassin, using his magic to murder the Necromancer's enemies. Capable of greater independent thought than eight of the Nazgûl, the Angûlion's intelligence, experience, and deviousness have produced many evil schemes carried out on Sauron's behalf. The Angûlion played a major role in the corruption and downfall of Rhudaur.

All of the Angûlion's attention is currently focused on the destruction of Arthedain, although he longs to crush Lindon and Rivendell in revenge for Angmar's defeat in T.A. 1409. Much of his energy is devoted to planning the slow, deadly campaign against the Dúnedain. He holds the Mor-sereg in perpetual readiness to strike at the king of Arthedain, awaiting only the command of the Witch-king.

THE ANGÛLION

Lvl: 32.

Race: Dúnadan (Black Númenórean).

Home: Carn Dûm.

The Angûlion in MERP

Hits: 119 **Melee OB:** 90 **Missile OB:** 25
AT (DB): Plate (65).

MERP Stats: ST 60, AG 100, CO 80, IG 91, IT 100, PR 95.

MERP Profession: Mage.

MERP Skills: Acting 67, Administration (Influence) 90, Ambush 6, Appraisal 50, Channeling 50, Diplomacy (Influence) 40, Falsification (Craft) 60, Linguistics 19, Mathematics (Lore) 40, Meditation 65, Perception 130, Public-speaking (Influence) 65, Read Runes 90, Ride 110, Signaling 84, Spell-mastery 94, Stalk/Hide 115, Star-gazing (Sky-watching) 89, Staves&Wands 97, Strategy (Lore) 35, Tactics (Lore) 70, Trickery 80, Weather-watching (Sky-watching) 60.

MERP Spells: 96 PPs. All base Mage, open Channeling, and open Essence lists to 10th level (MERP), and all base Sorcerer to 32nd level, four Closed Essence and four Closed Channeling to 32nd level (RM).

The Angûlion in Rolemaster

Hits: 119 **Melee OB:** 90 **Missile OB:** 25
AT (DB): 20 (65).

RM Stats: St 60, Qu 95, Em 101, In 100, Pr 95, Ag 100, Co 80, Me 90, SD 98, Re 91.

The Angûlion



RM Profession: Sorcerer.

RM Skills: Acting 67, Administration 90, Ambush 6, Anthropology 19, Appraisal 50, Attunement 97, Basic Math 40, Channeling 50, Diplomacy 40, Forgery 60, Hiding 115, Meditation 65, Military Organization 35, Observation 130, Public Speaking 65, Read Runes 90, Riding 110, Signaling 84, Spell Mastery 94, Stalking 115, Star Gazing 89, Tactics 70, Trickery 80, Weather Watching 60.

RM Spells: 171 PPs. All Evil Essence Base to 10th level (+25), all Sorcerer Base to 30th level (+45), Gate Mastery to 30th level (+45), Invisible Ways to 30th level (+45), Living Change to 30th level (+45), Shield Mastery to 30th level (+45), Blood Law to 30th (+45), Bone Law to 30th level (+45), Calm Spirits to 30th level (+45), Locating Ways to 30th level (+45).

Appearance: 75.

The Angûlion's Principal Items

Robes—Black nonencumbering robes which confer AT Pl/20 (-60). DB vs spell attacks is +30.

Pectoral—Black eog set with a glowing silver gem. It allows the Angûlion to amplify his voice over a 9000' distance. Nine times per day, it allows the wearer to cast either Fear 300' radius, Hold Person 300'radius, or Sleep X 300' radius.

Staff—A x6 PP multiplier for Mages/Sorcerers. Once every 90 days, the Angûlion may cast a spell from a distance of 9 miles upon a single target whom he has seen but once.

5.6.3 THE MORNARTURI

The Witch-king is the ultimate commander of his armies, but, because of the terror his person inspires, he finds it convenient to work through mortal men. His second in command is Dairkan, a Black Númenórean. Five other lesser generals each command 2,500 to 5,000 warriors.

In addition to their personal items, the Mornarturi have access to the best equipment that the armies of Angmar possess. They usually carry a wide variety of healing herbs and poisons. Like Dairkan, they are free to use a personal bodyguard of ten to fifteen men, who have access to the same equipment that the generals use.

Dairkan

Dairkan (Ad. "Dark-hold") is a Black Númenórean from Umbar. He is tall and muscular, with black hair, lightly tanned skin, and shrewd grey eyes. His Karma helm boasting gilded scale emphasizes his impressive stature.

A clever and cool tactician, Dairkan's chief ambition is to destroy Arthedain. He is driven by a grandiose vision of ruling a vast empire in the service of the Necromancer. He has, however, never allowed his ambition to cloud his judgment. A master of intrigue, Dairkan is always one step ahead of the other generals who plan to supplant him. To the Orcs, who cannot pronounce his true name, he is known as "Dancu."

DAIRKAN

Lvl: 30.

Race: Dúnadan (Black Númenórean).

Home: Carn Dûm.

DAIRKAN IN MERP

Hits: 188 **Melee OB:** 175 **Missile OB:** 175 **AT (DB):** Plate (60).

MERP Profession: Warrior.

MERP Stats: ST 100, AG 100, CO 76, IG 99, IT 100, PR 95.

MERP Skills: Acrobatics 63, Acting 67, Administration (Influence) 82, Ambush 6, Appraisal 45, Diplomacy (Influence) 45, Falsification (Craft) 55, Leadership (Influence) 50, Linguistics 15, Mathematics (Lore) 25, Meditation 60, Navigation (Lore) 82, Perception 93, Public-speaking (Influence) 70, Ride 90, Signaling 74, Stalk/Hide 92, Star-gazing (Sky-watching) 72, Strategy (Lore) 65, Subduing 35, Swim 86, Tactics (Lore) 55, Trickery 70, Weather-watching (Sky-watching) 30.

DAIRKAN IN ROLEMASTER

Hits: 188 **Melee OB:** 175 **Missile OB:** 175 **AT (DB):** 20 (60).

RM Profession: Fighter.

RM Stats: St 100, Qu 100, Em 93, In 90, Pr 95, Ag 100, Co 76, Me 95, SD 90, Re 99.

RM Skills: Acrobatics 63, Acting 67, Administration 82, Ambush 6, Anthropology 15, Appraisal 45, Basic Math 25, Diplomacy 45, Forgery 55, Hiding 92, Leadership 50, Meditation 60, Military Organization 65, Navigation 82, Observation 93, Public Speaking 70, Riding 90, Signaling 74, Stalking 92, Star Gazing 72, Subduing 35, Swimming 86, Tactics 55, Trickery 70, Weather Watching 30.

Appearance: 85.

DAIRKAN'S PRINCIPAL ITEMS

Long Sword—+15; detects Dúnedain and Elves, 300'R; blade permanently coated with the poison Adku (lvl 15), deadly to Elves.

Boots of Balance—+25 to all maneuvers.

Cloak of Shadows—Makes the wearer almost invisible in the darkness or shadows.



Dairkan

ULRAC

Lord Ulrac is a chieftain from the land of Rhûn. He is a tall, fierce, and cruel warrior. As a member of the Fist of Dark Sorcery, a cult that acts to bring Sauron's will into Middle-earth, Ulrac despises any emotion that might be considered good, kind, or merciful. He is 6'6", dark skinned, and ugly. The Mornartur wears a kilt of braided horse hair and a suede vest beneath breastplate and greaves fashioned of fell beast hide.

As the coordinator of the border defenses of Angmar, Ulrac makes his headquarters in Castle Morkai. Any disturbances, capture of prisoners, or problems concerning the border are reported directly to him. He commands 2,500 footsoldiers and 1,500 cavalry.

ULRAC

Lvl: 27.

Race: Asdriag.

Home: Barad Morkai.

Ulrac in MERP

Hits: 165 **Melee OB:** 195 **Missile OB:** 175 **AT (DB):** Chain (50).

MERP Profession: Warrior.

MERP Stats: ST 95, AG 99, CO 90, IG 94, IT 76, PR 88.

MERP Skills: Acrobatics 52, Acting 45, Administration (Influence) 74, Ambush 8, Animal Tracking 65, Appraisal 35, Diplomacy (Influence) 54, Falsification (Craft) 56, Frenzy 35, Leadership (Influence) 62, Linguistics 10, Mathematics (Lore) 20, Meditation 64, Perception 84, Public-speaking (Influence) 66, Ride 84, Signaling 80, Stalk/Hide 82, Star-gazing (Sky-watching) 68, Strategy (Lore) 74, Subduing 25, Tactics (Lore) 68, Tracking 84, Trickery 66, Weather-watching (Sky-watching) 20.

Ulrac in Rolemaster

Hits: 165 **Melee OB:** 195 **Missile OB:** 175 **AT (DB):** 16 (50).

RM Profession: Fighter.

RM Stats: St 95, Qu 97, Em 35, In 76, Pr 88, Ag 99, Co 90, Me 76, SD 88, Re 94.



Ulrac

RM Skills: Acrobatics 52, Acting 45, Administration 74, Ambush 8, Animal Handling 65, Anthropology 10, Appraisal 35, Basic Math 20, Diplomacy 54, Forgery 56, Frenzy 35, Hiding 82, Leadership 62, Meditation 64, Military Organization 74, Observation 84, Public Speaking 66, Riding 84, Signaling 80, Stalking 82, Star Gazing 68, Subduing 25, Tactics 68, Tracking 84, Trickery 66, Weather Watching 20.

Appearance: 45.

Ulrac's Principal Items

Katana—+15; allows wielder to transfer an additional +15 from his DB to his OB in an all out attack 3x/ day.

Gé—+20 OB; wielder cannot fumble this weapon.

Armor—AT Ch/16; +10 DB; fashioned from the hide of a fell beast; rigid breastplate with strips of leather attached to form a skirt; flexible leggings and sleeves; greaves for legs and forearms; rigid helmet.

Driuecared

Driuecared is descended from one of the evil families that conquered Rhudaur. He loathes the Dúnedain and the Elves and singlemindedly seeks their destruction. The Mornartur is young, but competent. He enjoys excessive cruelty, which lends a sinister quality to his insistence on efficiency. His looks belie his evil nature: he is slim, golden-haired, and blue-eyed.

Driuecared's troops guard the northern border of Rhudaur. He commands 1,000 cavalry, which are at his disposal for raids into enemy territory, as well as 4,000 foot soldiers. Five Ashâktur and 50 Grishâktur relay Driuecared's orders to his army. The bastardized form of his name that Orcs use is "Durkarian."

The Mornartur wears an artifact, originally wrested from a dragon's hoard long ago, that has been in his family for generations. It is a belt made from a fine steel mesh set with seven plates of polished stones, and its clasp is a large polished and carved diamond, engraved with runes in Khuzdul that read "The Belt of Durin the Deathless." Seven other runes on the belt describe the strength of stone. It is said to have been worn by Durin and forged by either the Dwarf-lord or Aulë. The item is traditionally worn only by Dwarves of the royal family, but is so well known that any Dwarf will recognize it instantly.

Driuecared

Lvl: 25.

Race: Northman.

Home: Carn Dûm.

Driuecared in MERP

Hits: 220 **Melee OB:** 200 **Missile OB:** 140 **AT (DB):** Plate (40).

MERP Profession: Warrior.

MERP Stats: ST 90, AG 100, CO 97, IG 94, IT 83, PR 91.

MERP Skills: Acrobatics 54, Acting 58, Administration (Influence) 66, Ambush 10, Appraisal 58, Athletic Games (Athletic) G66, Diplomacy (Influence) 74, Falsification (Craft) 58, First Aid (Lore) 58, Leadership (Influence) 68, Linguistics 18, Mathematics (Lore) 45, Meditation 54, Perception 72, Public-speaking (Influence) 76, Ride 74, Signaling 80, Skiing (Athletic) 56, Stalk/Hide 80, Star-gazing (Sky-watching) 40, Strategy (Lore) 76, Subduing 45, Tactics (Lore) 78, Trickery 74, Weather-watching (Sky-watching) 10.

Driuecared in Rolemaster

Hits: 220 **Melee OB:** 200 **Missile OB:** 140 **AT (DB):** 19 (40).

RM Profession: Fighter.

RM Stats: St 90, Qu 99, Em 42, In 83, Pr 91, Ag 100, Co 97, Me 92, SD 91, Re 94.

RM Skills: Acrobatics 54, Acting 58, Administration 66, Ambush 10, Anthropology 18, Appraisal 58, Athletic Games (Gymnastic) 66, Basic Math 45, Diplomacy 74, First Aid 58, Forgery 58, Hiding 80, Leadership 68, Meditation 54, Military Organization 76, Observation 72, Public Speaking 76, Riding 74, Signaling 80, Skiing 56, Stalking 80, Star Gazing 40, Subduing 45, Tactics 78, Trickery 74, Weather Watching 10.

Appearance: 97.

Driuecared's Principal Items

Belt—The Strength and Presence of a Dwarven wearer immediately become 102; a Dwarven wearer also receives the Strength of Stone (all his blows do 7x damage against foes of the Dwarves) 7x/day (each use has a duration of 49 rnds); a non-Dwarven wearer's strength stat is raised to a paltry 100 and he derives no other benefit.

War Mattock—+10; forged of enchanted iron, the mattock neither rusts with age nor shatters when struck by a stronger weapon in combat.

Breastplate—AT Pl/17; +15 DB; forged of black steel; onyx inlay depicts a dragon on the front.

Plate Armor—AT Pl/20; +15 DB; non-encumbering; full plate armor forged of black steel and inlaid with onyx; the black and green helm is shaped to resemble a dragon's head; the Mornartur wears this armor only for ceremonial occasions.

Dâurukh

Although of Númenórean descent, Dâurukh (Ad. "Gloom-shout") is from the lands of Ûsakan in the Far South. He is known to the Orcs as "Durax." His leather armor boasts a profusion of vivid green, brilliant magenta, clear scarlet, and intense blue panels, and his triangular shield displays a needle-fanged lantern fish with scales all colors of the spectrum. His temper resembles his vibrant garb; soldiers have good reason to stay clear of Dâurukh when he is angry. Stories of the Mornartur's excesses—beheading a messenger who intruded on the general's bath, casting a dog onto the hearth when its bark disturbed a military planning session, and spitting a camp follower on a spear when she spilled hot mead on Dâurukh's knee—circulate in the barracks.

Like Driuecared, he guards the borders of Rhudaur. His duties include protecting supply trains from Rhudaur to Angmar and organizing raids into southern Eriador.

Dâurukh

Lvl: 21.

Race: Black Númenórean.

Home: Carn Dûm.

Dâurukh in MERP

Hits: 178 **Melee OB:** 200 **Missile OB:** 140 **AT (DB):** Rigid Leather (50).

MERP Profession: Warrior.

MERP Stats: ST 95, AG 90, CO 98, IG 99, IT 84, PR 90.

Driuecared



MERP Skills: Acrobatics 64, Acting 68, Administration (Influence) 66, Ambush 10, Appraisal 25, Diplomacy (Influence) 72, Falsification (Craft) 54, First Aid (Lore) 68, Foraging 64, Leadership (Influence) 68, Linguistics 18, Mathematics (Lore) 54, Meditation 64, Music 62, Perception 72, Public-speaking (Influence) 72, Ride 64, Seduction (Influence) 68, Signaling 70, Singing (Influence) 66, Skiing (Athletic) 56, Stalk/Hide 72, Star-gazing (Sky-watching) 50, Strategy (Lore) 72, Subduing 56, Swim 62, Tactics (Lore) 72, Trickery 70, Tumbling (Athletic) 60.

Dâurukh in Rolemaster

Hits: 178 **Melee OB:** 200 **Missile OB:** 140 **AT (DB):** 11 (50).

RM Profession: Fighter.

RM Stats: St 95, Qu 92, Em 87, In 84, Pr 90, Ag 90, Co 98, Me 94, SD 97, Re 99.

RM Skills: Acrobatics 64, Acting 68, Administration 66, Ambush 10, Anthropology 18, Appraisal 25, Basic Math 54, Diplomacy 72, First Aid 68, Foraging 64, Forgery 54, Hiding 72, Leadership 68, Meditation 64, Military Organization 72, Music 62, Observation 72, Public Speaking 72, Riding 64, Seduction 68, Signaling 70, Singing 66, Skiing 56, Stalking 72, Star Gazing 50, Subduing 56, Swimming 62, Tactics 72, Trickery 70, Tumbling 60.

Appearance: 78.

Dârukh



Dâurukh's Principal Items

Broadsword—+15; casts a Shock Bolt 3x/week.

Boomerang—+20; always returns to wielder; casts Spasm (RM Physical Erosion) or Stun Cloud (MERP Wind Law) once/day.

Armor—AT RL/11; +20 DB; protects wearer from 10% of all critical attacks.

Sakalurë

Sakalurë (Ad. "Sun-coast") is a Black Númenórean from Umbar. Tall and strongly built, his jet black hair contrasts strikingly with his fair skin and light grey eyes. He is an old friend and companion of Dairkan and a staunch supporter of the general's interests. In their youth, the pair were ship captains and pirates serving the Corsair city together.

Sakalurë coordinates the frontier defenses in the large no man's land between Angmar and Arthedain. To the Orcs, whose tongues stumble over his true name, he is known as "Cykur." He organizes raids, questions prisoners, receives reconnaissance reports, and regularly tours the outposts. Sakalurë is usually stationed in Carn Dûm with the remainder of his men who are not deployed along the frontier. In addition to 5,000 foot soldiers, he has 100 cavalry under his command.

Sakalurë

Lvl: 24.

Race: Umbarean (Black Númenórean).

Home: Carn Dûm.

Sakalurë in MERP

Hits: 171 **Melee OB:** 174 **Missile OB:** 174 **AT (DB):** Plate (50).

MERP Profession: Warrior.

MERP Stats: ST 95, AG 98, CO 97, IG 90, IT 86, PR 90.

MERP Skills: Acting 56, Administration (Influence) 76, Ambush 6, Appraisal 78, Diplomacy (Influence) 54, Falsification (Craft) 45, First Aid (Lore) 45, Fletching (Craft) 54, Gambling 58, Leadership (Influence) 78, Linguistics 17, Mathematics (Lore) 25, Meditation 45, Navigation (Lore) 78, Perception 78, Public-speaking (Influence) 66, Ride 68, Rope Mastery 72, Row 64, Sailing (Athletic) 70, Signaling 78, Stalk/Hide 62, Star-gazing (Sky-watching) 50, Strategy (Lore) 74, Subduing 55, Swim 74, Tactics (Lore) 78, Trickery 54, Weather-watching (Sky-watching) 15.

Sakalurë in Rolemaster

Hits: 171 **Melee OB:** 174 **Missile OB:** 174
AT (DB): 19 (50).

RM Profession: Fighter.

RM Stats: St 95, Qu 87, Em 89, In 86, Pr 90, Ag 98, Co 97, Me 95, SD 92, Re 90.

RM Skills: Acting 56, Administration 76, Ambush 6, Anthropology 17, Appraisal 78, Basic Math 25, Diplomacy 54, First Aid 45, Fletching 54, Forgery 45, Gambling 58, Hiding 62, Leadership 78, Meditation 45, Military Organization 74, Navigation 78, Observation 78, Public Speaking 66, Riding 68, Rope Mastery 72, Rowing 64, Sailing 70, Signaling 78, Stalking 62, Star Gazing 50, Subduing 55, Swimming 74, Tactics 78, Trickery 54, Weather Watching 15.

Appearance: 68.

Sakalurë's Principal Items

Broadsword—+15; yields additional +15 OB when wielder fights on board a boat.

Net—+10; inflicts additional grappling critical when a normal crit of A severity or greater is obtained.

Bracer—allows wearer to breath under water 3x/day for 5 minutes each time.

Shield—+5 target shield; shaped like a rounded kite; bears Sakalurë's symbol, a white triangle (on a black field) punctuated by a red ship.

Khursh

Khursh is the strangest of the Mornarturi; he is a black-skinned Variag from the distant lands of Khand and is a member of the feared Claws of Dusk, a cult dedicated to the service of the Dark Lord. His head is shaved except for a thick braid at the crown wrapped with black and yellow leather thongs. A circular pattern of scars decorates his face. Black leather armor crossed by a pattern of angular yellow lines covers his person in battle, and he carries a round shield with yellow claws on a field of black.

Khursh is stationed in Carn Dûm. He assists Dairkan in organizing the defenses of that huge fortress. The cavalry troops not under the command of the other Mornaturi—some 3,400 warriors and their mounts—are his to direct.

Khursh

Lvl: 20.

Race: Variag.

Home: Carn Dûm.

Khursh in MERP

Hits: 165 **Melee OB:** 155 **Missile OB:** 155
AT (DB): Rigid Leather (50).

MERP Profession: Warrior.

MERP Stats: ST 90, AG 99, CO 90, IG 96, IT 86, PR 87.



Sakalurë

MERP Skills: Acrobatics 52, Acting 35, Administration (Influence) 64, Ambush 8, Animal Handling 68, Animal Tracking 66, Appraisal 30, Contortions (Athletic) 45, Dance (Athletic) 62, Diplomacy (Influence) 45, Frenzy 35, Leadership (Influence) 52, Linguistics 10, Martial Arts Striking 70, Meditation 54, Perception 68, Public-speaking (Influence) 56, Ride 70, Signaling 70, Stalk/Hide 70, Star-gazing (Sky-watching) 68, Strategy (Lore) 70, Subduing 45, Tactics (Lore) 68, Tracking 68, Trickery 66.

Khursh in Rolemaster

Hits: 165 **Melee OB:** 155 **Missile OB:** 155
AT (DB): 11 (50).

RM Profession: Fighter.

RM Stats: St 90, Qu 95, Em 96, In 86, Pr 87, Ag 99, Co 90, Me 92, SD 94, Re 96.

RM Skills: Acrobatics 52, Acting 35, Administration 64, Ambush 8, Animal Handling 68, Animal Tracking 66, Anthropology 10, Appraisal 30, Contortions 45, Dancing 62, Diplomacy 45, Frenzy 35, Hiding 70, Leadership 52, Martial Arts Striking 70, Meditation 54, Military Organization 70, Observation 68, Public Speaking 56, Riding70, Signaling 70, Stalking 70, Star Gazing 68, Subduing 45, Tactics 68, Tracking 68, Trickery 66.

Appearance: 88.

Khursh's Principal Items

Broadsword—+10; sacred to the Claws of Dusk and very evil; imbedded permanently with a 10th lvl poison; foes receiving a critical attack must roll an RR or die instantly.

Shuriken—+10; return by teleport to caster's hand.

Armor—AT RL/11; +10 DB; protects wearer from crits to the arms.

5.6.4 THE GULMATHAUR

Although the Angûlion holds ultimate authority over the Priests of Angmar, in practice the three high-priests enjoy considerable autonomy within their jurisdictions. The Lord High-priest determines the goals to be achieved, while the Gulmathaur set intermediate objectives and formulate specific strategies and tactics.

In addition to their personal items, the Gulmathaur have access to the treasuries of Carn Dûm. They carry with them a wide variety of healing herbs and poisons, as well as a selection of useful, but lesser, magic items.

Camthalion

Camthalion was one of the Avar Moriquendi living as far east of the Sea of Rhûn as the land of Angmar is west of it. He was born south of Urd in the forests between the two Northern Seas, and he practiced the ways of Essence and Channeling under the eyes of skilled and watchful tutors. The young Elf learned much of power and its uses, but little of wisdom. He helped Hoarmûrath of Dír crush the Urd Priestesses and their supporters in order to become the first King of the matriarchal Urdar. When the alliance between the Ice King and the Avari soured, Camthalion betrayed his own people, revealing Avar secrets to allow Hoarmûrath to defeat the Elven warriors. The usurper took their lands for his own in the War of the Woods (S.A. 2002-2053), and the traitor became known as Camthalion-i-Lhug. He served as high-priest under the Cold One's rule, initiating acolytes into the worship of the Dark Lord in a stone citadel amidst the cool pine forests. He continued in this role, teaching the tenets of evil power during Hoarmûrath's long absence, when the Nazgûl departed his realm for Mordor.

Khursh

In T.A. 1050, Hoarmûrath returned to his ancient hold in the Forest of Dír; Camthalion was there to greet him and report on the status of the land (ruled by the Avari) and the strong loyalty of his own disciples. The Ringwraith reconquered his lost kingdom, ordering Urd tribes and subject peoples to battle the Avar warriors who regarded the forests as their own dominion. He remained in the North until all was secure, but at the Dark Lord's orders sent his high-priest to Mordor centuries before the Kingdom of Urd had reached and surpassed its former evil stature. In the Land of Shadows, Sauron reassigned Camthalion to the Witch-king of Angmar. As the High-priest had spread Sauron's worship in the East, so he would teach the dark religion in the Iron Land. Like Gulmathaur under the Angûlion, Camthalion created and now oversees the colleges in Carn Dûm and Litash.



Camthalion

Lvl: 29.

Race: Avar Elf.

Home: Carn Dûm.

Camthalion in MERP

Hits: 129 **Melee OB:** 100 **Missile OB:** 55 **AT (DB):** Plate (30).

MERP Profession: Animist.

MERP Stats: ST 61, AG 100, CO 70, IG 81, IT 101, PR 95.

MERP Skills: Acting 68, Administration (Influence) 80, Ambush 6, Appraisal 50, Channeling 70, Diplomacy (Influence) 60, Directed Spells 58, Falsification (Craft) 50, First Aid (Lore) 68, Linguistics 19, Mathematics (Lore) 40, Meditation 62, Music 52, Perception 88, Public-speaking (Influence) 68, Read Runes 80, Ride 56, Signaling 52, Spell-mastery 88, Stalk/Hide 88, Star-gazing (Sky-watching) 82, Staves&Wands 84, Strategy (Lore) 45, Subduing 66, Tactics (Lore) 70, Trickery 60, Weather-watching (Sky-watching) 30.

MERP Spells: 87 PPs. All base Animist, open Channeling, and open Essence lists to 10th level (MERP), and all base Evil Cleric to 29th level, eight closed Channeling to 29th level (RM).

Camthalion in Rolemaster

Hits: 129 **Melee OB:** 100 **Missile OB:** 55 **AT (DB):** 19 (30).

RM Profession: Cleric.

RM Stats: St 61, Qu 94, Em 98, In 101, Pr 95, Ag 100, Co 70, Me 93, SD 97, Re 81.

RM Skills: Acting 68, Administration 80, Ambush 6, Anthropology 19, Appraisal 50, Attunement 84, Basic Math 40, Channeling 70, Diplomacy 60, Directed Spells 58, First Aid 68, Forgery 50, Hiding 88, Meditation 62, Military Organization 45, Music 52, Observation 88, Public Speaking 68, Read Runes 80, Riding 56, Signaling 52, Spell Mastery 88, Stalking 88, Star Gazing 82, Subduing 66, Tactics 70, Trickery 60, Weather Watching 30.

RM Spells: 161 PPs. All Animist Base to 10th level (+25), all Open Channeling to 10th level (+25), all Evil Channeling to 30th level (+45), all Closed Channeling except Locating Ways & Nerve Law to 30th level (+45).

Appearance: 96.

Camthalion's Principal Items

Jó—+15; non-fumbling; does additional crush critical with each normal crit; casts Dark Sleep (RM Dark Channels) or Sleep X (MERP Spirit Mastery) 2x/ day.

Scullcap—Carved of dragon horn and covered with green velvet; prevents head crits on a roll of 01-15; wearer can continuously control undead as Control Undead V (RM Necromancy); x3 spell multiplier.

Cloak—Black, unencumbering cloak sewn with scales of jade; acts as AT Pl/19, +20 DB.

Ulduin

Ulduin is a product of the experimentation done by Dwar of Waw during his rule over the Isle of Dogs in the Third Age. Part Orc, part war-dog, and part Wôlim, Ulduin sports goblin fangs and a canine snout in a Mannish face. His red hair braided with a chain of copper falls to his waist; hazel eyes gaze out above his dog's nose; and claw-like nails tip his muscular fingers. His unusual appearance combines with his mastery of the sorcerer's way to inspire fear and obedience from his subordinates, respect and cooperation among his equals. Ulduin founded the Order of the Bwaig-ir-Omdren (W. "Blood of the Shadow"), a priesthood that enforced the Dog-lord's will throughout his kingdom. Prior to the Nazgûl's return to Mordor, Dwar sent Ulduin to the Dark Lord as an example of the wraith's skill with bloodlines. Sauron ordered the Half-orc north to Angmar. Supervised by the Angûlion, Ulduin now controls the sorcerer priests of the Iron Land.



Camthalion

Ulduin

Lvl: 23.

Race: Half-orc.

Home: Carn Dûm.

Ulduin in MERP

Hits: 111 **Melee OB:** 105 **Missile OB:** 40 **AT (DB):** Plate (20).

MERP Profession: Animist.

MERP Stats: ST 91, AG 96, CO 90, IG 83, IT 99, PR 88.

MERP Skills: Acting 45, Administration (Influence) 76, Ambush 8, Appraisal 45, Channeling 50, Diplomacy (Influence) 62, Directed Spells 56, Falsification (Craft) 54, First Aid (Lore) 56, Fletching (Craft) 68, Linguistics 15, Mathematics (Lore) 20, Meditation 66, Navigation (Lore) 72, Perception 74, Public-speaking (Influence) 70, Read Runes 72, Ride 40, Sailing (Athletic) 62, Signaling 54, Spell-mastery 76, Stalk/Hide 74, Star-gazing (Sky-watching) 52, Staves& Wands 74, Strategy (Lore) 76, Subduing 54, Swim 76, Tactics (Lore) 70, Trickery 58, Weather-watching (Sky-watching) 20.

MERP Spells: 69 PPs. All base Animist, open Channeling, and open Essence lists to 10th level (MERP), and all base Sorcerer to 23rd level, three closed Essence and three closed Channeling to 23rd level (RM).



Ulduin

Ulduin in Rolemaster

Hits: 111 **Melee OB:** 105 **Missile OB:** 40 **AT (DB):** 20 (20).

RM Profession: Sorcerer.

RM Stats: St 91, Qu 89, Em 101, In 99, Pr 88, Ag 96, Co 90, Me 81, SD 87, Re 83.

RM Skills: Acting 45, Administration 76, Ambush 8, Anthropology 15, Appraisal 45, Attunement 74, Basic Math 20, Channeling 50, Diplomacy 62, Directed Spells 56, First Aid 56, Fletching 68, Forgery 54, Hiding 74, Meditation 66, Military Organization 76, Navigation 72, Observation 74, Public Speaking 70, Read Runes 72, Riding 40, Sailing 62, Signaling 54, Spell Mastery 76, Stalking 74, Star Gazing 52, Subduing 54, Swimming 76, Tactics 70, Trickery 58, Weather Watching 20.

RM Spells: 131 PPs. All Animist Base to 10th level (+25), all Open Channeling to 10th level (+25), all Open Essence to 10th level (+25), all Sorcerer Base to 25th level (+40), Blood Law to 25th level (+40), Organ Law to 25th level (+40), Symbolic Ways to 25th level (+40), Rapid Ways to 25th level (+40), Shield Mastery to 25th level (+40), Spell Reins (+40).

Appearance: 79.

Ulduin's Principal Items

Flail—+15; non-fumbling; does additional puncture crit with each normal critical; casts Utterdark (RM Darkness) or Darkness (MERP Nature's Guises) 3x/day.

Greaves—Blue leather covered with blue steel scales; +15 DB; prevent 10% of all crits to the arms and legs; unencumbering.

Sash—Heavy blue silk sewn with plates of ivory; confers AT Pl/20; x3 spell multiplier; confers +30 Strength bonus.

Ulgarin

Born into the royal court of the Avar Elf-queen Dardarien, Ulgarin spent her childhood splashing in the island surf, running races in the tiled halls of the palace, and watching the sun rise over the Eastern Ocean. She paid little heed to the political realities surrounding her until the Queen ordered Ulgarin's mother put to death by the ancient method, gwaen-en-wiroithe, or pressing, for treachery. The Lady of the Prith-an-Iryst ("Tower of the Rainbow") lay down beneath a board of polished thornwood and stones were placed on top of it, one by one, to crush her.

Ulgarin's allegiances shifted rapidly. She began to master the ways of channeling while learning and remembering the views held by all the nobles of Dardarien's court. Sometimes she would use her growing powers and increasing knowledge to crush an enemy or change a royal decree, but more often she merely observed events without meddling, knowing that her time would come.

When Dardarien formed an alliance between her realm, Helkanen, and the Womaw kingdom ruled by Komûl (later Khamûl the Easterling), the Queen commanded Ulgarin to create a secret order of priests who would make the Womaw peoples submit to the will of Sauron of Mordor. The Half-elf founded the Belaen-an-Voryl ("Sunsdeath from Hunger") and frequently traveled to the lands where her disciples spoke of Edainil, the "Friend of Men." When Komûl's Hiona revolted, placing his cousin Aon upon the throne, and the Nazgûl departed for the Land of Shadows, Ulgarin remained in the East. Although the Womaw had escaped the direct rule of Shadow, they could yet be swayed by the deceits and bribes of her priests.

Across the centuries of the Second Age, Ulgarin taught the tenets of evil to the inhabitants of Móak, Cuivac Womaw, Wom Shryac, and Góak. The tides of darkness ebbed and flowed, but always the Free Peoples faced an adversary. The high-priest won her reward. When Angmar rose in the west, the Dark Lord called Ulgarin to a new position within the Witch-king's hierarchy. Under the direction of the Angûlion, she would continue her work on a larger scale. All the lands of the East, not merely its furthest penninsula, would receive the Half-elf's attention. Her priests now travel the forests of Aegan, the foothills of Unvirnay, the plains of Kargagis Ahar and Kykurian Kyn, and all of Endor, spying on, intimidating, and manipulating the peoples of these regions.

Ulgarin

Lvl: 28.

Race: Half-elf.

Home: Carn Dûm.

Ulgarin in MERP

Hits: 127 **Melee OB:** 105 **Missile OB:** 40 **AT (DB):** Plate (20).

MERP Profession: Animist.

MERP Stats: ST 51, AG 93, CO 80, IG 89, IT 98, PR 97.

MERP Skills: Acting 80, Administration (Influence) 78, Ambush 4, Appraisal 56, Caving 78, Channeling 70, Cookery 64, Diplomacy (Influence) 64, Directed Spells 56, Falsification (Craft) 52, First Aid (Lore) 82, Foraging 66, Leadership (Influence) 56, Linguistics 18, Mathematics (Lore) 52, Meditation 68, Music 64, Perception 86, Public-speaking (Influence) 68, Read Runes 80, Ride 52, Signaling 50, Singing (Influence) 68, Spell-mastery 86, Stalk/Hide 86, Star-gazing (Sky-watching) 80, Staves&Wands 82, Strategy (Lore) 54, Subduing 68, Swim 86, Tactics (Lore) 60, Trickery 56.

MERP Spells: 84 PPs. All base Animist, open Channeling, and open Essence lists to 10th level (MERP), and all base Astrologer to 28th level, four closed Mentalism and three closed Channeling to 28th level (RM).

Ulgarin in Rolemaster

Hits: 127 **Melee OB:** 105 **Missile OB:** 40 **AT (DB):** 20 (20).

RM Profession: Mystic.

RM Stats: St 51, Qu 97, Em 101, In 98, Pr 97, Ag 93, Co 80, Me 91, SD 93, Re 79.

RM Skills: Acting 80, Administration 78, Ambush 4, Anthropology 18, Appraisal 56, Attunement 82, Basic Math 52, Caving 78, Channeling 70, Cooking 64, Diplomacy 64, Directed Spells 56, First Aid 82, Foraging 66, Forgery 52, Hiding 86, Leadership 56, Meditation 68, Military Organization 54, Music 64, Observation 86, Public Speaking 68, Read Runes 80, Riding 52, Signaling 50, Singing 68, Spell Mastery 86, Stalking 86, Star Gazing 80, Subduing 68, Swimming 86, Tactics 60, Trickery 56.

RM Spells: 157 PPs. All Animist to 10th level (+25), all Open Channeling to 10th level (+25), all Open Essence to 10th level (+25), all Mystic Base to 30th level (+45), Creations to 30th level (+45), Lore to 30th level (+45), Nerve Law to 30th level (+45), Invisible Ways to 30th level (+45), Living Change to 30th level (+45), Rapid Ways to 30th level (+45), Spell Reins to 30th level (+45).

Appearance: 92.

Ulgarin's Principal Items

Trident—+20; casts three Water Bolts 3x/day.

Veil—Black gauze sprinkled with jet beads; confers AT PL/20; prevents crits above the waist on a roll of 01-15; allows wearer to see in the dark as if it were daylight and to see behind and in front of her person simultaneously.

Wrislet—Seven black leather thongs, each a complete circle without break, braided in a complex pattern; +20 DB; x3 spell multiplier; confers +30 Agility bonus.

Ulgarin



6.0 WARCRAFT

The Witch-king commands a large army of evil Men, Orcs, and Trolls stationed in the barren kingdom of Angmar. For centuries they have fought with one purpose: to destroy the Dúnadan kingdoms of Eriador. The military force of Angmar has waxed and waned over time, and its size is a reflection of the progress of the Morgul-lord's military ambitions.

6.1 HISTORY

The first millennium of the Third Age was tranquil in Eriador. With Sauron vanquished, the Dúnedain of the North were left to enjoy a secure, fertile realm and a promising future. Unlike the Kingdom of Gondor, Arnor was not threatened by the Easterlings or the Haradrim, and its citizens were free to concentrate on peaceful pursuits.

The restless spirit of the Dúnedain in Arnor did not thrive during the long centuries of peace. Without a common goal to unite them, they turned to quarreling with one another. In T.A. 861, upon the death of Ëarendur, Arnor was divided into three realms: Arthedain, Cardolan, and Rhudaur. The intrigues, petty warfare, and politics of the three kingdoms occupied the attention of the Dúnedain, and they took little heed of the outside world.

Away to the East, Sauron, in the guise of the Necromancer, watched the developments in Eriador with growing satisfaction. With each passing year, the power of the Dúnedain in the North waned as they slaughtered one another in small, meaningless wars. Some say that the Necromancer hastened the process with spies and agents who fanned the flames of dissent among the three kingdoms, but there is no proof of this. In any case, he took full advantage of the situation.

In the early years of the thirteenth century, the Necromancer secretly sent the chief of the Nazgûl into Eriador. In a barren valley in the northern fork of the Misty Mountains, the Ringwraith laid the foundations of the realm of Angmar. The first to feel his evil power were Durin's folk, who worked mines in the region. Even the doughty Dwarves could not withstand the terror of the Nazgûl, and they soon fled south to the safety of Khazad-dûm. Before their departure, they gave the fortress that the Witch-king had begun to build its name: Carn Dûm, the "red fortress."

The Witch-king had chosen the site of his citadel with care: Carn Dûm was built on the foundations of Angband, the ancient fortress of Morgoth. As the years passed, the Nazgûl secretly assembled vast armies of Orcs and evil Men to do his bidding. In T.A. 1272, he began to attack the kingdoms of the North.

Rhudaur was the first to fall to the Witch-king. Orcs and evil Hillmen drove out many of the Dúnedain, and those who remained were corrupted by his emissaries. Rhudaur became an extension of Angmar, and the Witch-king built many castles and fortresses in that land from which to assail the remaining Dúnedain.

Angmarean warriors

Arthedain and Cardolan stood firm and united against the evil power of Angmar. During the reign of Argeleb I (T.A. 1349-1356), the Weather Hills were fortified. Though Argeleb was killed in battle against the warriors of Rhudaur and Angmar, his son Arveleg defended the frontier regions of the Weather Hills, the Great Road and the Hoarwell for many years with aid from Cardolan and Lindon, keeping Angmar at bay. Some say that Rivendell was besieged during this period (read *LotRIII*, p. 320).

The united forces of the Dúnedain were too weak to withstand the power of Angmar, however. In 1409, the Witch-king unleashed the warriors he had been assembling in secret. These included the fearsome Olog-hai and a tremendous host of Orcs. The evil army crossed the river, conquering Amon Sûl and razing it to the ground. Cardolan was laid waste, and many of its inhabitants fled westward, taking refuge on the Barrow-downs and in the Old Forest. In one of the many battles that followed, Ostoher, the last prince of Cardolan, was slain by Rogrog, the Warlord of the Witch-king's Orcish army. With Fornost besieged and the North Downs occupied by the enemy, the power of Angmar might have proved too great for Arthedain if the Elves of Lindon, Lórien, and Rivendell had not come to the aid of Araphor, the young King of Arthedain. With Elven support, Araphor's army drove the forces of Angmar out and subdued them for a time (read *LotRIII*, pp. 320-321).

An uneasy peace fell upon Eriador. The Witch-king spent the passing centuries strengthening his forces and fighting a slow war of attrition with the Dúnedain. In 1630, the Necromancer unleashed his plague. Though it lessened as it passed northwards, Eriador was devastated. The remnants of those who dwelt in Cardolan died or fled, and it became an empty land. Fortunately for Arthedain, its northern lands were little affected. It was at this time that the evil Wights entered the Barrow-downs, casting a dark shadow over the region (*LotRIII*, p. 321).

In 1974, the Witch-king assembled his greatest army and finally succeeded in destroying Arthedain—Fornost was captured and occupied by the Angmarim. But in their pride and arrogance, the Necromancer and the Nazgûl forgot the legendary might of Gondor. Gondor's King Ëarnil heeded the pleas of the messengers of Arthedain and sent a large host and fleet to Lindon. Under the leadership of Ëarnur, the prince of Gondor, and Círdan, the western host broke the power of Angmar completely. In a final climactic battle, the Gondorian cavalry cut off the Witch-king's retreat to Carn Dûm. The Nazgûl sought out Ëarnur in battle, but the Prince's steed fled in terror. The horrible, triumphant laughter of the Witch-king rang throughout the battlefield. He in turn fled before the power of the Noldo Glorfindel, and none could say whence he had gone. Ëarnur sought to pursue the Witch-king, but Glorfindel stayed his hand, saying:

> *"Do not pursue him! He will not return to this land. Far off yet is his doom, and not by the hand of a man will he fall."*
>
> — *LotRIII, pp. 321-322*

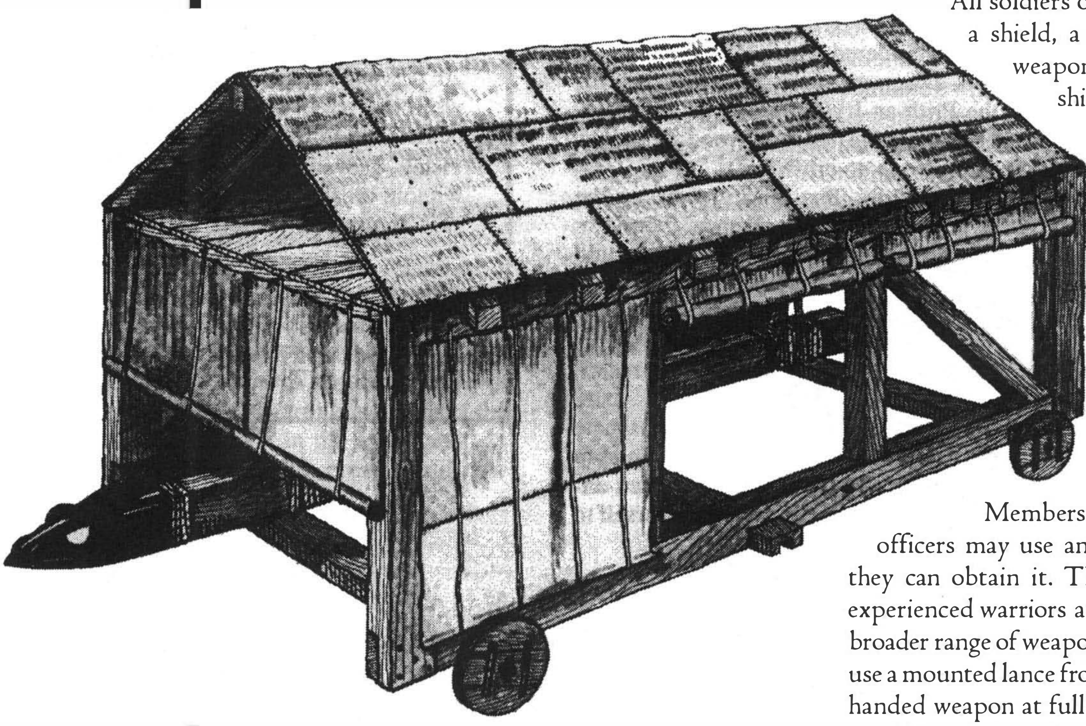

GLEN ANGUS

The power of Angmar faded from the North, becoming no more than an evil memory. Not a Man or Orc of that realm remained west of the mountains (LotRIII, p. 321). The Witch-king's purpose, however, was accomplished—the realm of Arnor was no more, and Eriador was largely depopulated. When the Necromancer turned his attention to Gondor, there would be no Dúnadan kingdom in the North to act as her ally.

6.2 MILITARY ORGANIZATION

The armies of Angmar outnumber those of the Dúnedain. In T.A. 1634, the Witch-king has a standing army of 10,000 footsoldiers and 5,000 cavalry. He has twice as many Orcs at his disposal. Depending on his needs, he can also call on the retired soldiers of Angmar and many additional Men from the East. Few of these individual soldiers, though, are a match for a single Dúnadan. Though mighty in numbers, Angmar is by no means invincible; despite his large armies, it took the Witch-king over 700 years to overthrow Arthedain.

War ram



The cultural organization of the Angmar reflects its tradition of warfare. All men living within its borders have served in the army: either as soldiers, priests, sorcerers, spies, assassins, craftsmen, or slaves. Only the priesthood is exempt from military service. Even the smallest villages look to military outposts as a higher authority in the region.

All able-bodied men spend their time in military training. Instruction in weapons begins at age twelve. Those studying for the priesthood are no exception and are required to devote a certain amount of time each week to training with a weapon. At eighteen, young men begin their nine years of required military service. Those who survive and return to their ancestral homes must serve in the local militia.

6.2.1 WEAPONS OF THE ANGMARIM

The warriors of Angmar are not restricted to one standard hand-held weapon or a single standard bow weapon. As a reflection of the diverse origins of the soldiers, the men with previous military experience often use the traditional arms of their homeland. Preferences among the foot soldiers range from broadswords and long swords to warhammers, flails, and maces. Slings, whips, boomerangs, and bolas are impractical in military engagements, as are two-handed swords, but even these occasionally make an appearance on patrols and scouting expeditions. Arms that have more than a normal chance of injuring a fellow soldier in battle are strictly prohibited by officers commanding mass maneuvers. Although many warriors bring a blade from home, others choose a one-handed weapon from the store in Carn Dûm: mace, warhammer, long sword, broadsword, shortsword, or scimitar. The choice of missile weapons is limited to a composite bow or a longbow; crossbows are reserved for special units.

All soldiers of Angmar must train in the use of a shield, a one-handed weapon, and a bow weapon. Foot soldiers are issued normal shields as part of their equipment, but if they possess or can obtain better, they are encouraged to use the superior equipment. Every shield is emblazoned with the insignia of Angmar: a red fortress on a black ground. Warriors can learn to use any weapon they find on a battlefield; the guidelines above apply strictly to the lowly foot soldier. Training schedules vary for special units, high-ranking officers, and the cavalry.

Members of special units and high-ranking officers may use any weapon they choose, provided they can obtain it. The cavalry, which contains many experienced warriors and members of the nobility, has a broader range of weapons at its disposal. These fighters all use a mounted lance from horseback, and at least one one-handed weapon at full efficiency while astride. They are proficient with the horsebow (a short-bow) and several other weapons, and are not limited to the selection available to the foot soldiers. Most also carry the shield of their choice.

The armor worn by the troops varies dramatically. An ordinary foot soldier normally sports a leather coat. His captain and Ashâktur may wear chainmail or perhaps a breastplate, depending on their preference. Members of the cavalry prefer chainmail or full plate, depending upon what they were accustomed to use in their homeland.

6.2.2 SIEGE EQUIPMENT

The armies of the Witch-king maintain large supplies of weaponry. Among their stock are a variety of heavy siege machines: mobile towers, ballistae, onagers, rams, etc. These are kept at the three border castles in disassembled form. When a major campaign begins, they are wheeled to the target sites in great wagons; once there, they are assembled and made ready for use. Any smaller equipment is usually constructed near the focus of the siege. The following is a summary of a few typical designs.

The Field Onager

Named the "Armored Fist of the Witch-king," its timbers measure one span by two spans. A span is an Orcish engineering measurement which is the distance across an Orc's hand (from the thumb to the small finger's tip when extended)—approximately nine inches. A two-span measure is based on the length of the Orcish forearm and fist (about 18 inches), the distance out from the elbow. This is a handy unit, for the Orc worker need only use his arm to determine specifications. Unfortunately, it also necessitates having the same Orc engineer available throughout a given project.

a) The frame is a light field frame which can be disassembled easily. This design can provide the base structure for a number of different siege machines.

b) Two or three axles may be utilized.

c) Split timbers are nailed to the foreframe to protect the crew. They are soaked in oils for waterproofing. Iron nails are used.

d) Onagers are used for tossing rocks and iron balls to demolish walls.

e) The original "fist," according to legend, was formed by pouring molten lead into a large, discarded gauntlet, which was naturally assumed to have belonged to the Witch-king. Through the centuries this symbolic addition became a martial tradition, generating no small amount of terror. The actual nature and source of the gauntlet, however, remain shrouded in legend.

Light Attack Tower

Two stories tall, this tower was designed for use against low outer walls, particularly those of the Dunlendings and the more modest Dúnedain border forts.

a) Timbers measure one span by two spans and the standard, portable frame is used—the same one used on the field onager, with modifications.

b) Wooden planks cover only the front, most vulnerable to missile fire (remember that wood is a precious commodity in the barren northern lands).

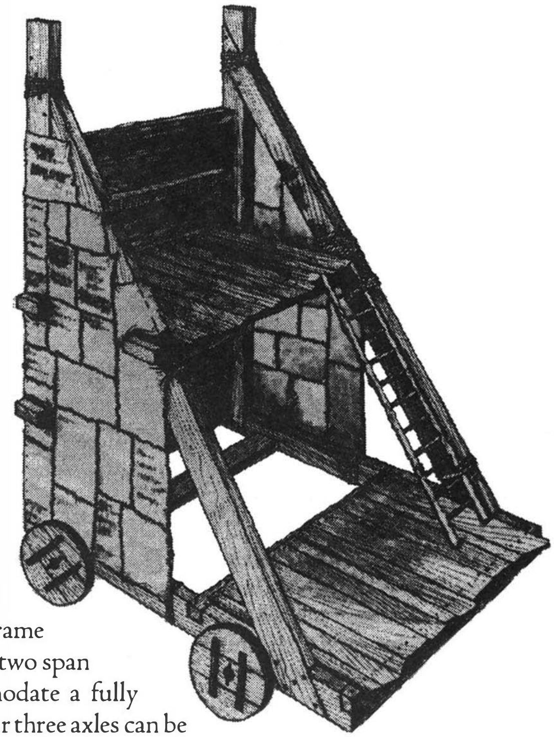
c) The purpose of the light attack tower is to scale low walls by laying plank "bridges" on the top beam and upper wall surfaces. Siege ladders can also be attached to the frame, making them difficult to repel. The attack tower also provides a firing platform for archers or a light ballista.

War Ram

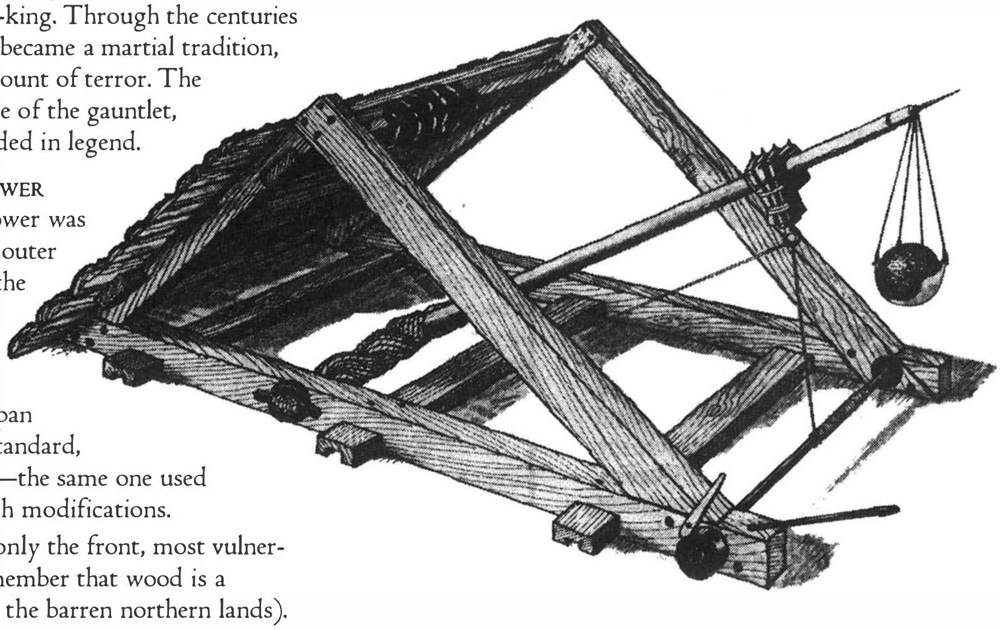
This machine is the largest in the arsenal of Angmar. It is built on a frame using normal one span by two span timbers and can accommodate a fully housed crew of ten. Two or three axles can be used.

a) The ram itself is suspended from the roof housing and operates like a pendulum. The long ropes allow a greater swing arc, but the design is still inferior to the "tracked" Dúnedain rams; the latter use rollers which allow for constant momentum and greater penetration. The Orcish "swing" rams have a limited stroke with decreasing momentum at the point of impact.

b) Their purpose is to penetrate wooden walls or gates of any type.



Light attack tower



Field Onager

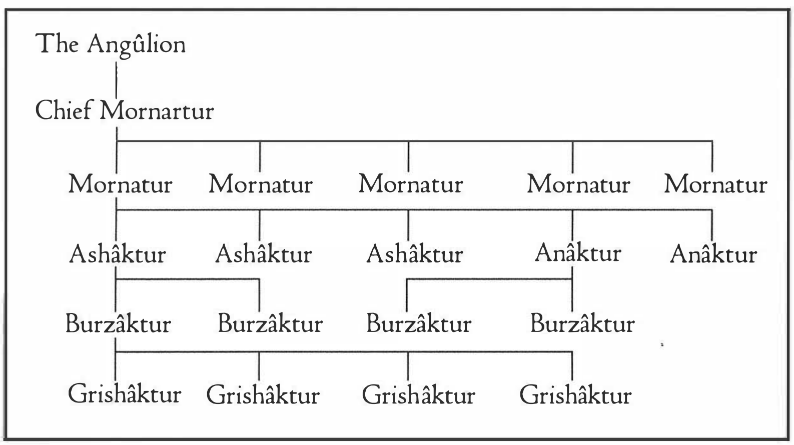
6.2.3 CHAIN OF COMMAND

The chain of command of the Mannish army in Angmar is simple and designed to accommodate fluctuations in size. The highest military rank is that of Mornartur, a term which, loosely translated, means warlord or general. A Mornartur commands between 1,500 and 5,000 men. Currently, there are six Mornarturi in Angmar: Dairkan, Ulrac, Driuecared, Dâurukh, Sakalurë, and Kursh.

Dairkan is the Chief Warlord, and is answerable only to the Angûlion or the Witch-king. He is responsible for organizing the defenses of Angmar and Carn Dûm, planning strategy and reconnaissance, and seeing that the other Mornarturi follow orders. He has the authority to plan and carry out attacks on Arthedain, though, of course, he keeps the Angûlion informed of all military developments. Dairkan is also the commander of the Witch-king's hoerks (E. pl. hoerkal), elite fighting units.

Driuecared, Dâurukh, and Sakalurë are the commanders of the footsoldiers, with 5,000 men each; Ulrac and Khursh each command cavalry, 1,500 and 3,400 respectively. There is a great deal of rivalry among these lesser Mornarturi. Each strives to distinguish himself in the service of the Witch-king, secretly hoping to attain Dairkan's position of power.

Ashâktur and Anâktur are the ranks immediately below Mornartur. An Ashâktur commands 1,000 footsoldiers, and an Anâktur 500 cavalry. Below this is the Burzâktur, who commands 600 soldiers or fewer. Most numerous are the Grishâkturi, who command groups of 100 men or fewer. There are also a variety of lesser ranks used by the army in the field or on the frontier.



6.2.4 THE ORC-HOST

Twelve tribes of Orcs under the sway of Angmar form a loose confederation called the Uruk-Engmair. Their Warlord is the Olog Rogrog, who has commanded the Orcs and Trolls of Angmar since the founding of the kingdom. It was Rogrog's forces that sacked the capital of Cardolan, and the Warlord himself who slew the last prince of Cardolan. His name inspires terror and obedience within the Uruk-Engmair, and he has considerable influence with the Orcs of Mount Gundabad and Mount Gram.

Rogrog resides in Carn Dûm when he is not campaigning for the Witch-king. He spends his time supervising and drilling the 20,000 Orcs and wolf-riders who dwell there. He has instilled the Orcs of Carn Dûm with a sense of discipline that is rare in their kind. Rogrog is also the commander of two hoerkal: that of the Olog-hai (Black Trolls) and Uruk-hai (High Orcs). He has molded these two hoerkal into the most fearsome in all of the Iron Land.

The Warlord wields unquestioned authority over the Uruk-Engmair stationed along the northern frontiers of Angmar and Arthedain. These Orcs are strung out along the northern border of Arthedain, forming a barrier between the Dúnedain and the Lossoth. Uruk-hai make their homes in caves among the plateaus and ridges of the region. They sometimes add iron "tarps," which provide portable protection from the sunlight, to their meager shelters. The hills are riddled with tunnels which enable the foul creatures to move through the region without a trace.

Trolls

Since Trolls are rare even in Angmar, they do not play a significant role in the army. The only breed of any use to the Witch-king are the Black Trolls; the remainder are too stupid to fight effectively. There are only 50 Olog-hai in Angmar, and these often act as commanders of Orcish units. Their size, strength, and cunning, make them more than a match for the most rebellious of Orcs—Orcish units led by Black Trolls are noted for their discipline. The only force consisting solely of Olog-hai is the Troll-hoerk, which has but six members.

Mobilization of the Orcs

Rogrog has developed a simple and effective method of mobilizing the scattered Uruk-hai. If he requires the services of the Uruk-Engmair, he will dispatch Uruk wolf-riders to the various tribes. If Rogrog desires the assistance of the Orcs of Mount Gundabad or Mount Gram, he sends an Olog as a messenger. The Troll is usually able to convince the most reluctant of Orc chieftains to do his bidding.

6.2.5 THE HOERKAL

A hoerk is an elite military unit, usually with a special purpose. There are several hoerks in Angmar: the Witch-king's body guard, the Olog-hai, the crossbowmen, the rangers, the trackers, and the Uruk-hai. The trackers, rangers, and bodyguard are Mannish hoerks whose members were handpicked by Dairkan. Unless on the field, they are stationed in Carn Dûm, undergoing in constant training. The most active of the hoerks are the rangers and the trackers, who handle much of the reconnaissance for Dairkan. When in the field, these warriors operate in small groups of two to six.

The Witch-king's Bodyguard

Should the Witch-king take the field of battle, his bodyguard protects his flanks and responds to his orders directly rather than through the chain of command. Stationed in Carn Dûm, they occupy the donjon that guards the stronghold's West Gate and patrol the corridors of the topmost level within the mountain. Harband (20th lvl), a Rhudauran, commands the bodyguard in the absence of orders from the Ringwraith. He is an excellent tactician and a level-headed leader who rarely loses his self-control in the heat of battle. Quick-thinking and objective, he will readily sacrifice troops when necessary.

The Troll-hoerk

The best warriors of all the Angmarim are the six Olog-hai comprising the Troll-hoerk. These creatures were bred in the pits of Dol Guldur and then transfered to Carn Dûm. They are immune to the effects of sunlight as a result of the powerful spells that went into their making, and they are smarter, larger, and fiercer than their compatriots. Each warrior stands over 11 feet high, and, because of his unusual size and strength, can wield a two-handed weapon in each hand.



The Crossbowmen

Five hundred and fifty crossbowmen are permanently attached to the fortress of Carn Dûm. These soldiers man the crossbow slits in the walls and at the gates of the castle using either light or heavy crossbows. Their aim is deadly, since they spend their leisure time as well as training hours shooting at targets.

The Trackers

An elite unit of 200 Men, the trackers are skilled at a variety of tasks. They rarely work together as a large unit, but venture out on individual missions or in small groups. All are trained to handle wolves and work closely with these animals. Each tracker has a wolf that acts as his partner, and together they have an excellent (01-98) chance of finding recent tracks. Note that there are other trackers in the Witch-king's army, but these troops are the hand-picked elite. All of the trackers can cast a Hues spell.

Sarkan (15th level), a Brygath from Rhûn, is the commander of the trackers. He has adapted well to his new homeland, being completely evil and devoted to the service of the Witch-king. Harlluinar (15th level) is an efficient second-in-command. He is fanatically commited to the eradication of the Dúnedain of Arnor. Because of their dedication to the same cause, there is no rivalry between the two commanders.

Two other members of the hoerk deserve mention. Carmil (8th level), a new recruit who was promoted on the basis of his performance, is a Rhudauran interested in acquiring a fortune and returning to his ancestral lands a wealthy man. He already has a small fortune set aside. Although grim, extraordinarily intelligent, and self-disciplined, Carmil is not truly evil, but misled by his hatred of the Dúnedain. Farreanar (12th level) is the assassin of the unit. He is a specialist in infiltration and poisons, and he favors a garrote.

Trackers

6.3 TRADE ROUTES

Angmar is located in one of the most barren and inhospitable places in all of Endor, housing a large population of Men in service to the Witch-king, in addition to thousands of Orcs. Food and supplies are therefore of critical importance. Not even the most diligent farmers could raise enough food within the boundaries of Angmar to appease the hunger of the Witch-king's armies. Nor can raids on the Dúnedain or the holds of the Northmen in Rhovanion supply all their needs.

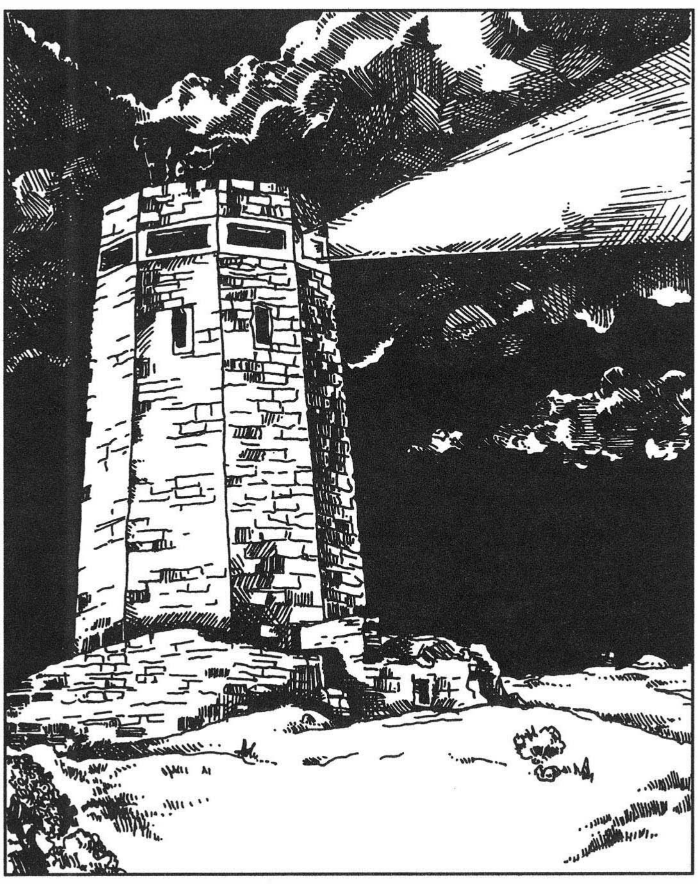
The key to Angmar's survival and strength over the long centuries is its roads. The most vital of these is the ancient Men Rhûnen, the route that links Angmar with the Necromancer's subject dominions in distant eastern lands. Wide and well-paved, the Rhûnnish road is in constant use in the spring, summer, and fall.

The rations of the army are primarily dried foods that travel well. This dull fare means that good food is one of the most effective bribes one can offer a soldier of Angmar. Large wagon trains (loaded with smoked meats, beans, dried fruits, peas, and corn) and herds of sheep and cattle roll through the Angirith Pass guarded by elite hoerkal of Easterling warriors. When needed, fresh troops and slaves also come from the East, giving the Witch-king a steady, almost inexhaustible supply of men, arms, and food. Subsidiary roads through clefts in the Great Spur of the Misty Mountains bring wheat, barley, rye, and oats from Rhudaur. The goal of most of the caravans travelling westward is the town of Litash, located on the western end of the Angirith. Here supplies and Men are assessed and tallied, and then sent onwards to various locations throughout Angmar.

There is an efficient network of roads within Angmar and along its borders as well. The most important of these is the Angmar Road, which skirts the borders of the Witch-king's domain and links the great border keeps of the Iron Home. The Men Carn Dûm, leading to the fortress of the Nazgûl, is another vital roadway.

One unusual feature of Angmar's highway network is that there are frequently two roads running parallel to one another, one for Orcs and the other for Men. This pairing enables the Witch-king to move units of both races at the same time. Such movements invariably occur under the cover of darkness.

A beacon tower



6.4 FORTIFICATIONS

The defenses of Angmar are based on a series of fortified towns, castles, keeps, towers, and beacons. From the vast fortress city of Carn Dûm and the town of Litash to the tiniest village, everything is fortified. All are connected by an excellent network of roads, which facilitate troop movement and communication. Messengers, mounted on swift horses and wolves, can rapidly call for reinforcements or convey the latest orders of a Mornartur.

Carn Dûm

The fortress city Carn Dûm is the heart of the Witch-king's empire. Here the vast armies of Angmar gathered in the past and issued forth to attack Arthedain and destroy Cardolan. Little transpires in Angmar that is not a reflection of the will and purpose of the Witch-king and his Master. Built on the foundations of Angband at the command of the Necromancer, the city is the key to the Witch-king's realm. So long as Carn Dûm stands, Angmar will endure. All the defenses of Angmar are designed to protect Carn Dûm from an assault by the Dúnedain.

The fortress took decades to build and is virtually impregnable. Its walls and towers are constructed of red granite, and much of the citadel is carved into the heart of the mountain. Carn Dûm is guarded by Men during the day and by Orcs at night. Nearly 10,000 infantry and cavalry are garrisoned there, and twice that number of Orcs. Were the garrison reduced to one tenth of its current size, the city would still be difficult to conquer, for the air is infused with a dread that arises from the presence of the Witch-king.

The Great Castles

The core of the defenses are the six great castles which protect the frontier. Four of these castles are on Angmar's western border along the Angmar Road: Angsûl in the north, Morkai on the barren plain, and Shedûn and Eldanar to the south. Ashkandur and Durkandar lie on the eastern side of the Misty Mountains, guarding Gundalok and the Rhûnnish Road. Morkai, Shedûn, and Ashkandur have garrisons of 600 Men, in addition to the Orcs. Eldanar, Angsul, and Durkandar have garrisons of 300 Men. Life in these castles is a never-ending round of border patrols and raids into Dúnadan territory. In times of war, they serve as mustering points for the troops.

The great castles are exceedingly well-built and fortified, and their occupants thoroughly understand the art of siege warfare. All are multi-angular and built of granite walls reinforced with iron. They have closely spaced towers with arrow slits and two sets of walls. Gates are equipped with such special refinements as murder holes and double steel portculli. Each garrison has a generous supply of spherical rocks, quicklime, and oil, to be boiled and poured on attackers.

Lesser Fortifications

A series of six smaller keeps and 18 walled towers are linked to the castles, forming an intricate defense network. These fortifications are generally situated on high ground or an artificial hill which commands a view of the surrounding countryside. The land around the fortress is kept free of brush, trees, and anything else that might offer shelter to an attacker. The keeps are protected by moats and thickly walled baileys that are either circular or multi-angular. Various living quarters, stables, and workshops of the garrison are located within this bailey. The donjon is either square or circular, with an entrance on the second story. Its purpose is defensive rather than residential, and the construction and design reflect this fact. Damp, cold, and unheated, the keep is where the garrison would make its last stand against an attacking force. The keeps have garrisons of about 100 soldiers, while the towers house only 36. Each garrison patrols its surrounding terrain regularly, using both Men and Orcs. They are expected to report anything unusual and send any prisoners they take to the great castle nearest to them.

The Beacon Towers

All of the castles, keeps, and towers of Angmar have beacons, but there are also additional signal towers located along all of the roads. These beacon towers are each tended by nine men—this is one of the least sought-after posts in the army. A soldier mans a beacon for three months, during which time he is forbidden to leave his post under pain of death.

Each freestanding beacon tower is 60' high; it is octagonal in shape and constructed of dressed stone blocks. The interior contains storerooms and living quarters for the soldiers manning the tower. The roof is flat, and there is a single man on lookout at all times. Directly below is the cupola which houses the beacon. The chamber has eight large windows covered with iron shutters that are easily raised and lowered by means of pulleys and levers. The fire is kindled on a large circular hearth six feet in diameter, and the walls are mounted with highly polished metal mirrors which focus the fire's light and direct it out the windows.

The beacon towers are extremely flexible and powerful tools of communication. The light can be directed in as many as eight directions or only in one. The Angmarim have developed a complex system of signals based on the raising and lowering of the shutters and the colors of the flames. Each of the great castles, keeps, and fortifications has its own code, and it is possible to relay precise messages via the beacons (see Section 6.5.3 below).

6.5 LIFE ON THE FRONTIER

When Elendil founded the realm of Arnor it encompassed a good part of the northern section of Western Middle-earth. Men live in towns as far west as the Shire and as far north as the northern shore of Nenuial (Lake Evendim). With the assault of Angmar and the plague of T.A. 1635-36, the population of Arnor declined dramatically. Cardolan was ravaged and deserted, and Rhudaur became the home of evil Men. The borders of the remaining kingdom, Arthedain, grew smaller. Towns in the outlying areas were abandoned as Men withdrew to the center of the realm. Although Arthedain claims the lordship of all Arnor, it does not have the strength to back its claim. The actual borders of Arthedain are far smaller than they were a hundred years ago.

6.5.1 EN UDANORIATH

The once fertile and well-settled regions of Northern Arnor have become a desolate grassland called "En Udanoriath" (S. "The No Man's Land"). Arthedain has too few Men to hold it, and the Witch-king lacks the strength to conquer it. This region offers interesting and unique opportunities for adventure.

Udanoriath is desolate, but not empty. There are ruined towns and towers upon the horizon, and fields that grow wilder as the years pass. Most people venture into this region out of necessity, not choice. Wolves run rampant, bands of Orcs wander the night, and evil Men from Rhudaur who have turned to brigandage make their home in this region. According to the reports of Rangers returning to Fornost, Trolls have also settled in the area, and evidence suggests that tracks in the far North might belong to Giants. One pale and shaken scout described a dragon he had seen flying the distance. The following section includes some unusual encounters that might occur in this area of the world involving Trolls, dragons, and Giants. These creatures (even the Trolls) are rare, since they need to occupy a large territory in order to subsist.

6.5.2 BORDER WATCHES

Angmar has also contributed its share of inhabitants to the sparse population. The forces of the Witch-king have built or repaired a series of watch towers and outposts in the Udanoriath which have several purposes. They guard against infiltration and act as a base for raids and sorties into Arthedain, while also preventing settlers from returning to the region. A traveller should not be surprised to discover well-maintained roads and well-repaired towers in certain areas of northern Eriador; he is advised not to use these roads or approach the towers.

The outposts have two origins: they were either constucted by the ancient Númenóreans or built by the minions of Angmar. These outposts reveal very little in the way of originality from Angmar's architects—most are monotonously similar in construction and share a variety of common features.

Whenever possible, the outposts are built upon high ground or an artificial hill that commands a view of the countryside. The land around the fortress is kept free of concealing brush, trees, and landmarks. The fortress consists of a thickly walled bailey ditch and sometimes an earthen wall that is easily dominated by the inner walls. The donjon or keep within the walls may be either square or circular, with an entrance upon the second story. The position of the keep varies; it may be freestanding or part of the surrounding wall. It is not a residential quarter, but a damp and cold place for the defenders to make a last stand. The garrison lives in outbuildings within the bailey, small fortresses that sometimes contain two wells, one in the bailey, and another in the keep. The castles, and especially the donjon, are all well provisioned with food and water.

6.5.3 COMMUNICATIONS

Each of the fortresses is equipped with a signal beacon that can communicate with the other outposts. The Men of Carn Dûm have developed a simple code that enables them to convey messages from one point to another. Additionally, at least a hundred of the larger creatures (bats, crebain, wargs, etc.) are trained as messengers.

SIGNALS

Each pattern of flares has a particular meaning:

—Single flare (jet of fire), burning either briefly or steadily means that the outpost is under attack; send aid.

—Two quick flares is the Lord alarm, signifying invasion.

—One short, one long flare means that a small group has been discovered and has eluded pursuit; institute a Lord search of the area by all outposts.

—One long, one short flare means that a patrol has been attacked; institute Lord search of area by outposts.

—Three quick flares means prisoners have been captured; report message to the commanding outpost.

6.6 THE DÚNEDAIN

In T.A. 1700, Arthedain is the only surviving kingdom of the three realms of Arnor. Its rulers claim lordship over all of Arnor, since no heirs of Isildur remain in Cardolan and Rhudaur. This is a claim in name only—the borders of Arthedain have contracted sharply since the Great Plague of T.A. 1636, and the kingdom lacks the resources to protect a larger territory.

The lord of Arthedain, Arvegil, assumed the throne upon the death of Argeleb II in the plague. Despite the lessening of the strength of the Dúnedain, the king still maintains a strong guard upon his diminished borders. His vigilance has borne fruit; life within the borders of Arthedain is relatively pleasant and secure, and men have begun to forget the awful devastation of the plague.

The kingdom has changed greatly since the plague. A spontaneous shift in the distribution of population occurred as people recovered from the disease. Some towns were abandoned, and others gained the survivors from several settlements. Most folk chose to abandon the desolate outlying areas and withdraw to the center of the North Kingdom. Even close to Fornost, they do not feel entirely safe and many towns have enclosed themselves in newly constructed walls. The power of the Witch-king is not forgotten.

6.7 ANGMAREAN STRATEGY

The Witch-king of Angmar, although one of the most powerful beings in all of western Middle-earth, remains in the end only a tool of Sauron and a slave of the One Ring. The chief of the Nazgûl, the dreaded Ringwraiths, he is the instrument that Sauron has chosen to destroy the Dúnedain of the North. All of his actions are a reflection of the will of his great master.

There is no haste in the Witch-king's campaign; when his first onslaught failed to overwhelm the Dúnedain he retreated to Angmar to await a more auspicious opportunity. Immortality allows him to be patient. The strength of Arthedain is still too great for him to conquer, but her might wanes as the years pass. The Morgul-lord has ordered his men to harry the Dúnedain wherever possible, but to conserve their own strength. He knows that in time these raids and the shadow of his own presence will humiliate, demoralize, and reduce the numbers of the Dúnedain living in Arthedain. He waits together with his allies for the final assault upon the remnants of the North Kingdom. His strategy is succeeding—every year more Men depart for the peace of Gondor.

7.0 ROYAL HOLDS

The Empire of the Witch-king is a militaristic realm. Organized around fortress strongholds rather than cities or towns, Angmar focuses its energy along the fortified perimeter. Dozens of watchtowers, keeps, castles, and caveholds guard this rugged boundary. Of these sites, the Witch-king's capital at Carn Dûm is undoubtedly the most significant.

7.1 CARN DÛM

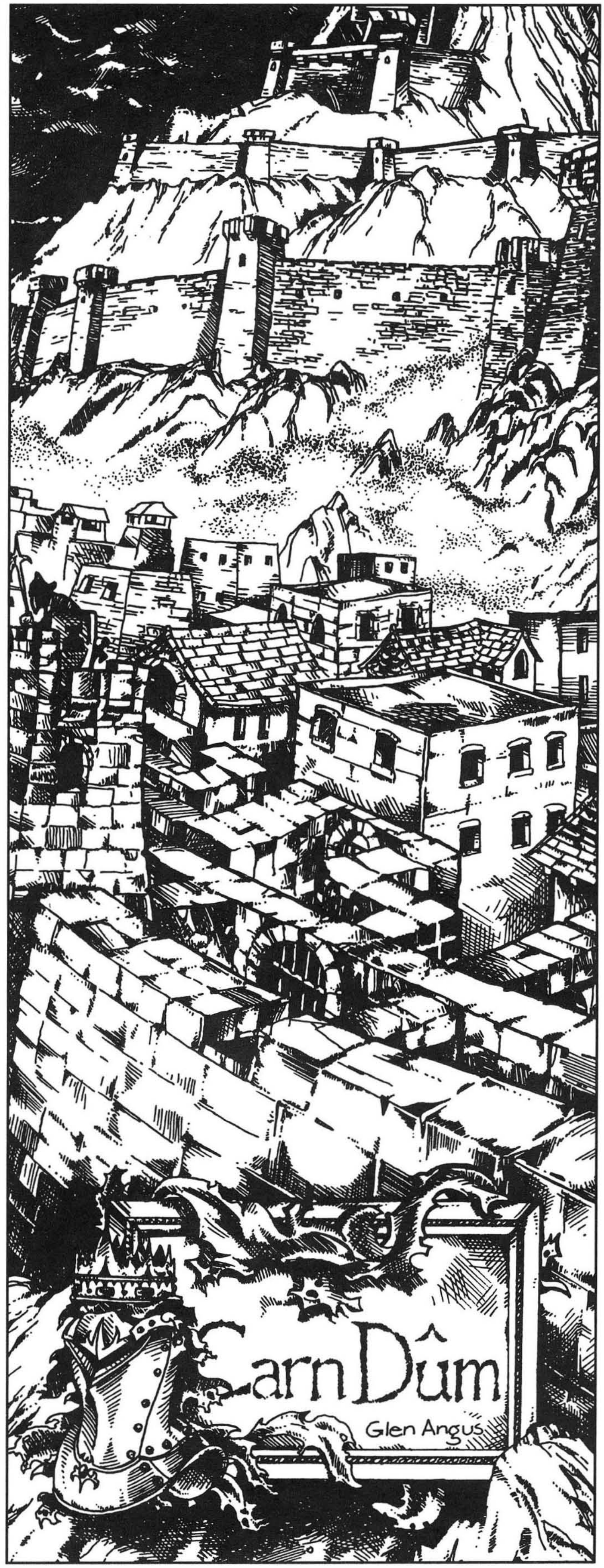
Long before the Witch-king came to Angmar, the Dwarves occupied many flourishing mines in the region. Their halls were prosperous and secure, and the Dwarves were initially untroubled by the evil things that began to multiply around them. As the dragons, Orcs, and Trolls grew more numerous and the Dwarves' trade routes and lines of supply were increasingly threatened, however, the Khazâd began to view the Nazgûl's assaults more seriously. At last, Durin's Folk fled south, seeking the safety of their mines in the northern Weather Hills. It was they who gave the fortress of the Witch-king its name: Carn Dûm they called it, or Red Stronghold.

The name is a rarity among the place names of western Middle-earth. It is apparently a combination of Dwarvish and Elvish words. "Carn" is red in the tongue of the Eldar, and "Dûm" is the Khuzdul name for a subterranean hall-system or fortress. The Dwarven refugees brought word to all they encountered of the great stronghold of dull red stone in the North; their name for the fortress spread along with the news of the great danger. Soon all of Eriador knew of the horror that resided in the North.

A precise assessment of Carn Dûm's date of completion and the start of the Witch-king's residence there is not possible, since the records of Angmar and Sauron are unavailable for scrutiny. The Wise place the year at T.A. 1300, and certainly the Witch-king was well established by the middle of that century, with Rhudaur firmly under his dominion and Cardolan beginning to sway.

One of the great fortresses of Middle-earth, Carn Dûm is actually two strongholds: one sitting upon the base and shoulders of a huge mountain, and another delved within the rock. The outer stronghold is carefully and cunningly constructed. Architects have used the mountain to the advantage of the defender—several walls stand in the path of an attacking army.

The outermost wall extends from the shoulders of the mountain down its slopes and stops some distance from its base. The wall is 50 feet high, 12 feet thick, and pierced with passages. Crossbow loops are placed at intervals of 30 to 60 feet. A series of internal portculli enable the defenders to seal off sections of the interior. The entrance through the wall is protected by a series of passages and a complex gate.



Carn Dûm

The bailey within contains barracks, officers' quarters, storerooms, stables, kitchens, and other military buildings associated with an army. More like a city than a fortress, this section houses the greater part of the human army stationed in Carn Dûm. The soldiers are housed in simple, two-story wooden barracks with 50 Men assigned to each building.

A second wall follows the shoulder of the massif. It is the only rampart taller than the outer wall. The mountainous terrain greatly increases the actual elevation of this barrier, which rises and dips with the landscape. Interior passages, portculli, and arrow slits number among its defenses. The gate into the second bailey is approached by a fortified defile cut into the side of the mountain.

The second bailey occupies a level shelf backed by steeper cliffs rising towards the mountain's peak. It is the administrative center for the exterior of the fortress, and the buildings are fewer and larger. Lords and their bodyguards reside here in comfortable and roomy quarters. The rangers and crossbowmen live in the spacious barracks nearby. In addition, large warehouses contain high quality weapons, food, and supplies.

A third wall guards the base of the cliff at the eastern end of the second bailey. This wall is shorter in length, but otherwise identical to the outermost and second walls. Its purpose is twofold: (1) to prevent attackers from scaling the mountain face; and (2) to defend the tunnel that leads to the innermost bailey at the top of the cliff. This passage can be sealed with portculli if the need arises.

The tunnel is the approach to the fourth and final wall and donjon. The wall of the innermost bailey is 75 feet high and 20 feet thick. It is pierced with passages and crossbow slits (where feasible) at 25 foot intervals. The bailey is small and contains the quarters of the hoerk and their master Dairkan. Once within the bailey, these buildings are easily accessible and luxurious. The hoerk eats, sleeps, and trains on the well-mown field opposite their quarters. The donjon rises from a cleft in the mountain, beyond a chasm that is just over 10 feet wide. Two fortified towers protect the cleft. The entrance to the donjon is on the second story, a final difficulty to attackers. Through the donjon, Men enter the mountain fortress of the Witch-king.

7.1.1 THE EXTERIOR DEFENSES

A guard stands watch upon the walls of Carn Dûm at all times. Three Men occupy each tower of the outer wall, and groups of five Men patrol the entire length of the wall. Excluding the Men on the towers, between 50 and 70 Men march the outer wall at any one time. The guard changes every four hours.

Three Men staff each tower of the walls surrounding the second bailey, and 25 patrol the lower, 15 the upper. The guard on the innermost wall of the stronghold is the strictest. Four Men watch from each tower, and 20 patrol the wall. In addition, three members of the hoerk are stationed upon the ramparts at all times. A guard of 12 Men is mounted at each gate of the fortress.

There are also regular patrols throughout the exterior and interior of Carn Dûm. Men watch the country under the sun, Orcs beneath the moon. By day, five to eight patrols roam the surrounding countryside. Each is composed of 10-20 Men accompanied by 23 large dogs or wolves with keen noses. By night, between five and eight patrols composed of 15-30 Orcs and three wargs search for intruders. The length of an average patrol is three-and-a-half hours.

In addition to the patrols of the surrounding countryside, Dairkan has ordered nocturnal patrols inside the first and second baileys. The members of these patrols are all Men. Within the first bailey, their composition is identical to the exterior daylight patrol. The second bailey, however, has only two patrols.

TROOP DEPLOYMENT

The soldiers of Carn Dûm are deployed in the towers on the exterior wall in companies numbering 15. These troops can be moved to crossbow slits or the top of the walls on short notice. Those off duty, or not stationed on the walls, spend their time in a manner typical of soldiers. A special unit of crossbowmen is deployed along the second, third, and fourth walls. They are efficiently quartered in the towers.

ADMINISTRATION

The Witch-king has little to do with the daily affairs of his fortress; his attention remains reserved for greater concerns. And Lord Dairkan, although nominally in charge of the defense of the fortress, does not meddle in minor matters. He issues decrees, leaving the specifics to the discretion of the Ashâktur. Dairkan spends his time designing strategies to further his master's plans. Any prisoners are of direct concern to both Dairkan and the Nazgûl, but these two rarely appear on the exterior of the mountain.

Although the Lords have ultimate authority over the Men they command, the Ashâktur and their staffs handle most of the routine administration. An Ashâktur will decide, for example, which units will be sent out on patrol when his Lord has ordered him to organize patrols. Each captain makes a daily report to his Ashâktur, and then the Ashâktur meet daily with their Lords. Regular meetings ensure efficient administration of the fortress.

Life in Carn Dûm is carefully regulated; commanders insist upon efficient information flow in order to maintain a clear view of the daily situation in the fortress. Soldiers spend their days in clearly outlined tasks, and all incoming and outgoing movements and supplies are carefully monitored; as little as possible is left to chance.

7.1.2 THE INTERIOR DEFENSES

The interior of the Witch-king's fortress is divided into an upper and lower section. Throughout both levels, traps, guardposts, doors, gates, and portculli act as the usual defenses.

Lock Mechanisms

Most lock mechanisms can be locked or unlocked with one of a series of wing-shaped keys. All the traps have key holes known to the guard-captains, but not to the guards, and the captains each retain a key to the nearest trap or door. The key hole for flame traps is located in a crack in the wall across the passage from the wall lever. Ceiling traps have key holes in the floor beside the lever mechanism. Pit traps, spiked pit traps, and spike traps all have lock mechanisms located in the base of nearby levers. All the levers appear to be torch-holders, and indeed are used as such. The only feature that distinguishes these devices from regular torches is the polished surface of their arms, indicating unusually frequent handling.

Pit Traps

Pit traps, like most devices created by the Witch-king's engineers, are standardized. They are uniformly 24 feet deep and filled with three feet of water. The walls have protruding stone "nobs" which act to impact upon falling victims (50% chance of immediate unconsciousness). Regardless of the nobs, the victim will take 10-20 hits in the fall, plus any appropriate critical damage (e.g., from a medium fall, +24 results). Should the victim be knocked out, there is a 90% chance he or she will drown in 4-10 minutes. Pit traps are activated by 50 pounds of direct pressure, but can be locked.

Spiked pit traps have no water in them, but sport steel or iron spikes of two to four feet in length at the bottom. The pit is 24 feet deep and has sides edged with 9-inch blade-like metal pieces. Since the metal is rusty, there is a chance of infection should a wound result (roll vs. Constitution). The side blades cut as swords (0-9 attacks, +75); treat the bottom spikes as mounted lance attacks (+75), with 1-10 attacks. Also, add the result of the 24-foot fall. Spiked pit traps are activated by 75 pounds of direct pressure, but can also be locked.

Ceiling Traps

Ceiling traps drop 6,000 pounds of stone on a 10' by 10' area (usually inflicting a +75 Fall/Crush attack, 01-50 = huge, 51-75 = large, 76-85 = medium, 86-95 = small, 96-100 = 1-10 hits). They are set off by the manual operation of a wall lever or by pulling on the nearby gilded torch holders or statues. A variant ceiling trap drops stones on impact points down the hall or around the corner, frustrating exploratory precautions.

Flame Traps

Flame traps can be manually activated by pulling a master lever. A key is necessary to use the levers, but the guard-captains each possess one. The flames are also released when a victim probes the flame holes and touches the "stay," a metal mesh. It is Extremely Hard (-30) or Hard (-10) to avoid touching the stay, depending on whether its presence is known. Flame traps emit one to ten Flame Bolt jets (+50). Pits open on either side of the 10' by 10' fire area (see standard 10' by 10' pit traps) in order to trap victims.

Spike Traps

Spike traps operate like flame traps, but use overlapping spikes which spring out from the wall. The result is 1-10 (+75) mounted lance-like impaling attacks. These spikes are coated with jegga, a pasty black poison made from bat venom. Since it is rather stale, the victim must roll versus a 10th level poison result. Should he or she resist, no damage results. Failure means 1-100 hits, plus a chance of infection.

Guardposts and Gates

Carn Dûm is guarded by Orcs. Two to six guards are stationed at each watchpost during each duty cycle. Crowded and uncomfortable, these warriors labor under conditions unsuited to Men. They are, however, provided extra weapons, a horn to sound the alarm, and a latrine bucket.

Carn Dûm's doors, gates, and portculli are all secured by locks that can be operated by one of the wing-shaped iron keys. The use of an improper key will be troublesome, for it will stick in the lock. Entrances to the treasuries on each level are equipped with copper rods that deliver a Lightning Bolt attack (+50) to any user of the wrong key. Doors open by sliding into the wall, unless otherwise specified. All the portculli slide upwards. When they fall, they deliver a mounted lance attack (+50) to anyone they strike.

Troop Deployment

Three to six guards (5th lvl) stand duty at the entrance and exit of each of the first three levels. Eight two-Orc patrols (6th lvl) scour the corridors of the third level where supplies are stored. Both entrances are barred at night with a watch of twelve (5th lvl) posted.

The fourth level is more heavily guarded. Here, nine (10th lvl) warriors stand at each entrance. Fifteen (8th-10th lvl) Olog-hai patrol the corridors.

In addition to the posted guards, six Black Trolls roam the passages of the fifth level, and six Edain (15th lvl) protect the the portal to the Witch-king's Hall. If there is a council in session, each Lord has three to seven members of his personal body guard present. The Witch-king can detect the presence of strangers on this level within a radius of 75 feet.

Orc warrens

The Orc Warrens

The lower halls house the five tribes of Carn Dûm's Orc-host. This is a warren of tunnels, halls, guard rooms, messes, and storerooms. The noteworthy feature of the lower section is a single tunnel leading to an eastern exit from the mountain.

When on duty, commanders supervise the Orcs. However, their leisure hours are less regimented, and the troops engage in various disagreeable pursuits. They sleep in large halls dignified with the name of barracks and eat in communal dining halls. When not out raiding or patrolling, they enjoy making weapons, fighting, digging new tunnels, and torturing unfortunates. The Orcs are territorial and suspicious; they have stationed guards at key locations and at intervals in the corridors.

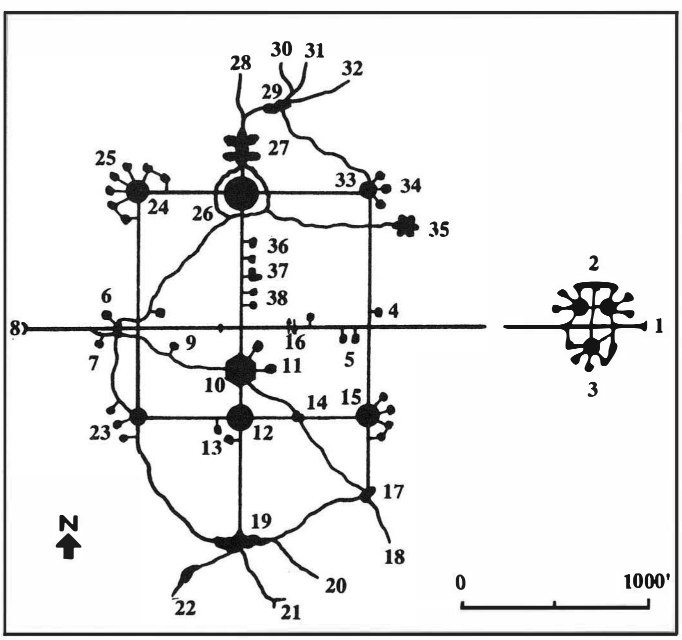
1. East Gate. Massive portals of enchanted iron, followed by a series of six portculli, form the significant portion of the defenses of the eastern entry to Carn Dûm (see the color contour map at the 3,900' elevation). Parallel galleries from which concealed warriors may fire on intruders, caverns for the muster of troops, and the traps characteristic of the entire fortress make the gate virtually impregnable.

2. Halls of the Sulmog-vrás Muster. This large complex houses the Sulmog-vrás Orcs. Guardposts, warg dens, and bat roosts surround the cavern where the troops muster. The barracks contain straw pallets, granite tables and benches, and a large central fire pit. Soot covers the walls and ceilings, while bat waste, trash, and gnawed bones litter the floor. In each warg den, 25-50 beasts nurture their vicious pups while their brethren are out on patrol. Over 300,000 vampire bats cling to the vaulted ceiling of their lightless roost. (At least a hundred of the larger creatures are trained as messengers.) The stink of guano accentuates the incredible Orc and warg stench.

3. Halls of the Trûpalog Muster. Similar to #2, but occupied by Orcs of the Trûpalog tribe.

4. Guardpost. A company of ten Orcs stands watch.

5. Guardpost.



6. Cavern of the Zêm-vîshturak Muster. Orcs from the Zêm-vîshturak tribe guard the West Gate.

7. Guardpost. A company of ten Orcs watches this side tunnel to the Cavern of the Zêm-vîshturak.

8. West Gate. The passage starting at the East gate runs the width of the Orc warrens and emerges at the West Gate in the donjon overlooking the exterior defenses of the city fortress.

9. Guardpost.

10. Cavern of Battle. A spacious training ground fills the natural hall. Orc companies perform drills and mock battles at all hours.

11. Guardposts.

12. Hall of the Forge. The work done by Carn Dûm's Orcs cannot rival that produced by the inhabitants of Mount Gundabad, but it surpasses the smithcraft of the tribes residing in caves and holes far from the Witch-king's arm.

13. Guardposts.

14. Cavern of Games. Cards, dice, contests of skill, contests of strength, and games of luck engage the Orcs who leave their barracks for entertainment.

15. Hall of the Larag-môsh Muster. Orcs from the Larag-môsh tribe gather here prior to battle.

16. Stairway. Descends to a jumble of living quarters, imp caves, and the breeding pits.

17. Stores. Strewn with piles of liquor barrels, hides and furs, clothing, torches, cauldrons, chains, and other mundane goods.

18. Tunnel. Leads to mines.

19. Stores.

20. Tunnel. Leads to storage caves.

21. Tunnels. Lead to mines.

22. Stores.

23. Lower Armory. This well-guarded chamber houses enough arms and armor to equip all the Orcs of Carn Dûm, as well as those scattered throughout Angmar. The chamber is protected by three guardposts—one in the room itself and two in the adjacent corridors.

24. Lower Treasury. While this intricately carved chamber is filled with tribute and loot accumulated over centuries, the Upper Treasuries contain a far greater portion of Carn Dûm's wealth. Orc-captains pay, and at times reward, their soldiers from this hoard. The sacks and chests contain coins of small value, including 300,000 cp and 150,000 bp.

25. Guardposts. These stations afford protection for the Lower Treasury.

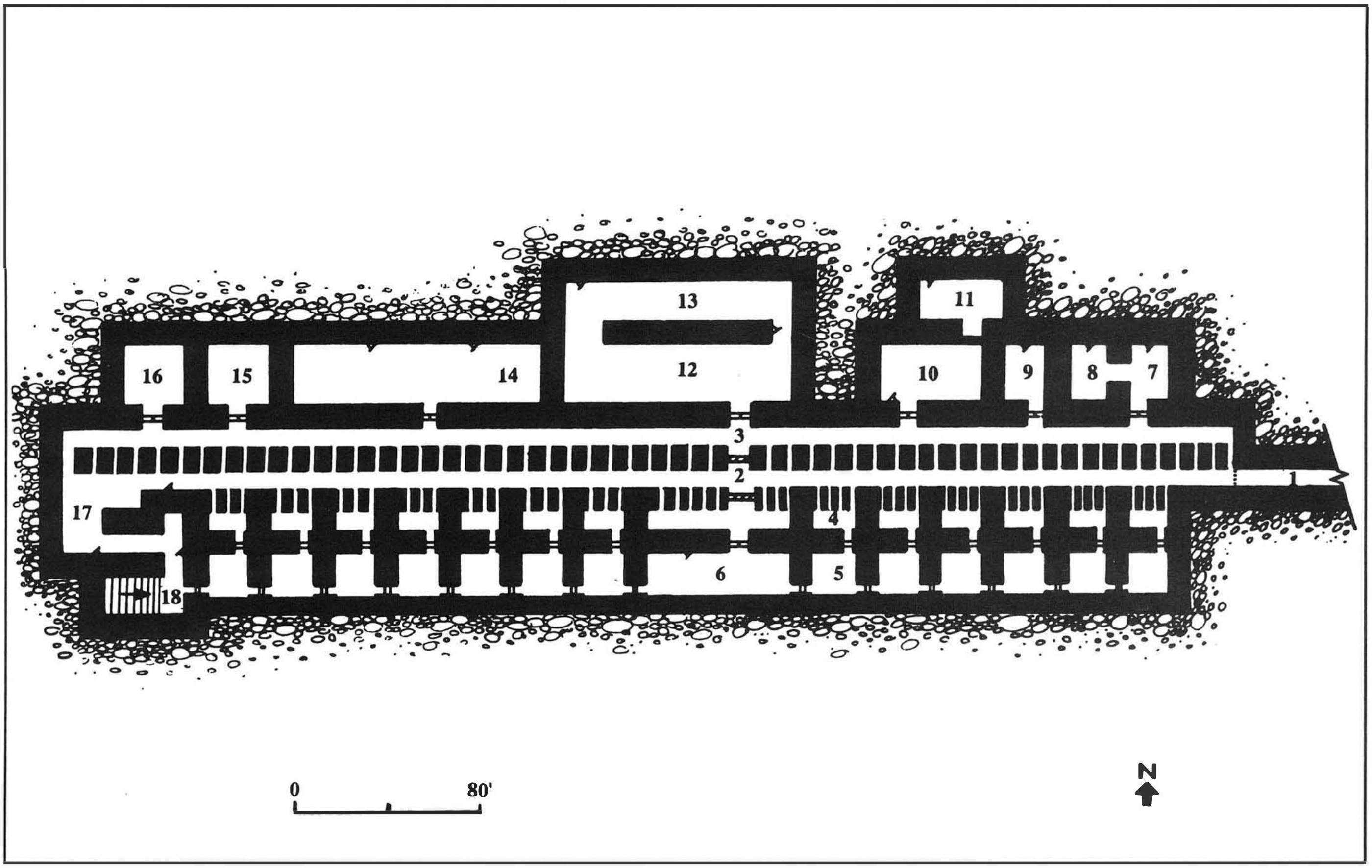
26. Hall of the Presence. The Witch-king makes rare appearances in this domed cavern, inspiring the Orc troops with awe and strengthening their battle-prowess by stirring them into a frenzy. At one end, above the obsidian dais, hangs a banner sporting the symbol of the Witch-king: a black iron crown engulfed in a stylized scarlet flame and set on an ebony field.

27. Hall of the Grand Gathering. A festival attended by every Orc in the fortress is held here once a year. Less important gatherings occur more frequently. Granite tables and benches encircle an area vacated for single combats, ghastly festivals, and the torture of prisoners.

28. Tunnel. Leads to mines.

29. Cavern of Ore. A way station for the metals and stones mined deep in the roots of the mountain.

30. Tunnel. Leads to mines.



Carn Dûm Level one

31. **Tunnel.** Leads to mines.
32. **Tunnel.** Leads to mines.
34. **Guardposts.**
35. **Cavern of the Thopur-dorashk Muster.** Orcs of the Thopur-dorashk tribe gather here prior to battle.
36. **Guardposts.**
37. **Kitchens.**
38. **Guardposts.**

Level One

The upper section of the mountain is the center of Carn Dûm. Its lowest region, the first level, is simple and oriented entirely towards the defense of the upper levels. It consists of a long hall that can be barred with three steel portculli. A passage is wrapped around the hall enabling defenders to fire through crossbow slits into the tunnel. A door at the end of the hallway leads to a stairway that descends to the Orc warrens below, as well as ascending to halls above.

1. **Hallway.** Leads to the East Entry.
2. **Long Hall.** The corridor is overlooked by multiple concealed guardposts and a defensive parallel corridor.
3. **Defensive Corridor.** One Orc stands watch at every sixth arrow slit.
4. **Guardpost.** Three Orcs stand watch at all hours. The guard is changed three times each day. Six guardposts lie to the east of the Assembly Room (#6) and seven to the west.
5. **Guard Room.** Three Orc warriors reside in each guard room. Straw pallets, stone chests affixed to the floor, and refuse pits that double as latrines predominate in these chambers. Six are located to the east of the Assembly Room (#6) and seven to the west.
6. **Assembly Room.** Troops are mustered here to receive orders before dispersing to man guardposts or to execute other tasks.
7. **The Gothsnaga's Chamber.** Gradgûl, the Orc captain or "Gothsnaga", who supervises the defense of this level, resides here. He reports directly to Lord Dairkan. A reddish sandstone bed slab covered in furs occupies the room. Other furnishings include an oak table with granite seats, a central fire pit enclosed by a bronze screen, and a barrel of vintage Orcish Goki.
8. **Storeroom.** Gradgûl stores his personal hoard here in six chests: 10,000 bronze pieces, 100 silver pieces, 25 gold pieces, an Elven skull complete with its +20 mithril helmet, a +10 rapier bearing a knob of jade on its hilt, and the tattered remains of a black banner depicting crossed red scimitars (the insignia of the Huvorgha tribe of Mount Gundabad).
9. **Captain's Chamber.** Khrinchak, Gradgûl's lieutenant, occupies this chamber.
10. **Guard-captains' Chamber.** Three guard-captains, or "Dratulu," reside here.
11. **Briber's Treasury.** This chamber lies behind a secret door which is Extremely Hard (-30) to find. It contains coinage used to buy the loyalty of foreign troops; the wealth lies in chests, sacks, and uncovered piles. The total varies from 10,000 to 100,000 silver pieces, most of which is kept in a small iron chest that is Very Hard (-20) to open. The chest's latch is guarded by a poisoned needle-trap that is Hard (-10) to detect and disarm.

A lethal variant of the (3rd lvl) poison called Kly coats the needle. An RR failure of 01-75 results in victim receiving 3-300 hits, while an RR failure of 76+ results in the victim's death. The chest also contains 500 gp in lesser gems: opals, aquamarines, onyx, pearls, etc.

12. Dining Hall. Rough trestle tables and benches provide seating at mealtimes.

13. Kitchens.

14. Lower Armory. Weapons, primarily scimitars, spears, crossbows, and (+5) boomerangs, and armor, of both soft and reinforced (+5) leathers, stock the room.

15. Guard Room. Three guard-captains occupy the chamber.

16. Guard Room. Three guard-captains occupy the chamber.

17. Spiked Pit Trap. The trap door is usually locked.

18. Stairway. The steps descend to the defensive complex at the East Gate of the Orc warrens and ascend to the second level of Carn Dûm proper.

Level Two

The second level contains the sleeping and living quarters of the best craftsmen in Carn Dûm. The rooms are simple, but each worker has his own. A large dining hall, a small library, and limited bathing facilities are among the amenities.

1. Stairway. These steps descend to the first level of Carn Dûm.

2. Guardpost. Three guards stand watch here.

3. Kitchen. Great roasting spits rest on an iron stand situated over the huge central fire pit. Granite work tables and baking ovens line the walls. Pots, pans, and other cooking utensils hang from the ceiling.

4. Pantry. The cooks store foodstuffs on shelves, in bins, and in casks.

5. Dining Hall. The craftsmen eat their meals at tables of polished obsidian.

6. Ceiling Trap. Pulling the torch bracket set farther north on the wall activates the trap.

7. Spiked Pit Trap. This is located at the rear of what appears to be a closet.

8. Corridor. Doors from this passage open into the craftsmen's quarters.

9. Spiked Pit Trap.

10. Spiked Pit Trap.

11. Ceiling Trap. A lever concealed beneath the tapestries adorning this elegant room activates the trap.

12. Treasury. A secret door secures the treasury. Sheer Folly (-50) to find, it is locked and Extremely Hard (-30) open. Statuary, silk hangings, chalices, tureens, salt cellars, and serving implements, fabrics, furs, and finely crafted furniture fill the chamber. These goods replace worn articles in the craftsmen's suites at need.

13. Guardpost. Five Orcs stand guard.

14. Assembly Hall. The craftsmen gather at regular intervals to learn new techniques and to hear their master's will concerning the items to be created in their workshops.

15. Nearer Library. Books on woodworking, stone carving, smithcraft, gem cutting, and many other crafts fill the shelves. Several marble tables provide reading space.

16. Spike Trap. This trap guards the entrance to the chamber where the more important books are stored.

17. Greater Texts. Unusual and difficult techniques are described in these tomes.

18. Storeroom. Duplicate and obsolete books, robes worn by visitors to the library, parchment, ink, quill pens, and working drawings of completed projects fill shelves, cabinets, and drawers.

19. Guardpost. Six Orcs stand guard.

20. Underground Lake. The water measures from 6 to 20 feet deep.

21. Dock. Boats moored at this dock and at a quay located in the craftsmen's quarters provide the only access to the armory.

22. Guardpost. Twelve warriors stand watch.

23. Guard Room. Two lieutenants, specifically responsible for the security of the armory, reside in this chamber.

24. Nearer Armory. The arms trove includes broadswords, falchions, war hammers, maces, morningstars, flails, javelins, and pole arms of high (+10 to +15) quality. The weapons jostle suits of chainmail, and scale plate. Several valuable artifacts are concealed amidst the jumble.

— **Belt of Queen Beruthial.** A girdle of mithril, set with rubies, emeralds, and diamonds, this ancient belt was saved from the Downfall of Númenor. It is magical and ancient. The artifact has the following powers: the bearer sees at nighttime as if it were full day; he walks unseen, but not invisible, in darkness; he can speak the language of cats; he can form an empathic connection with nine cats of his choice and communicate with them over long distances. Only an individual allied with the Free Peoples can use these powers.

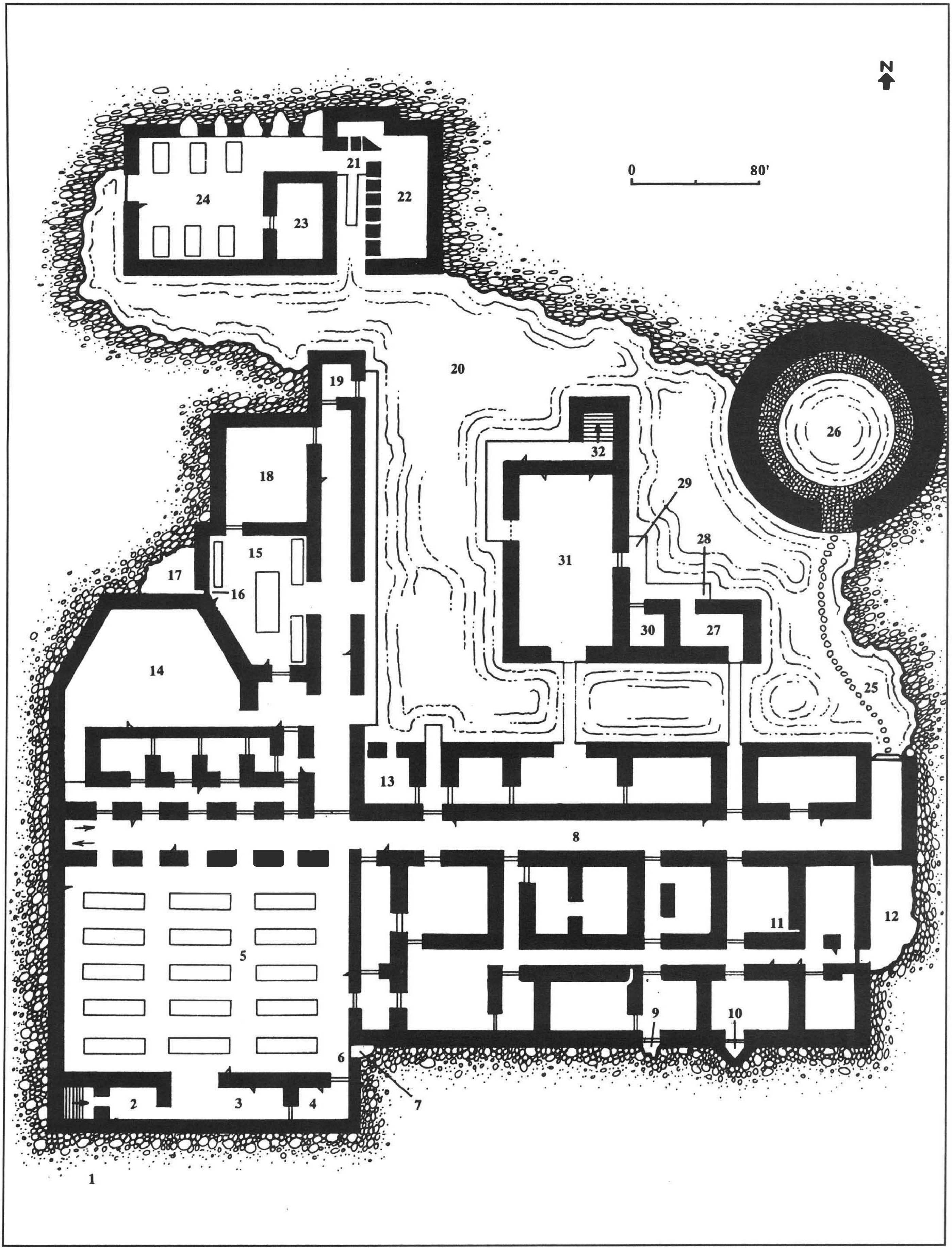
— **Axe of Durin.** This +35 weapon was forged in the Elder Days, following the coming of Morgoth and the discovery of the dragons. It is one of Durin's seven weapons and sacred to the Dwarves. Legend asserts that it was made by Durin himself or was given to the First Father by Aulë. The artifact is worthless to a non-Dwarf, handling as a rather uninspired iron axe. It is shielded against magic detection spells and seems quite ordinary to all except Dwarven eyes. When thrown (range: 300), it returns within 1 rd/100' cast. The axe detects Balrogs, dragons, Orcs, and undead within a seven-mile radius. It controls the stone of any Dwarven citadel, mine, or city. However, it can be used only by Dwarves of royal blood.

— **Sil-Maegil.** A spear with an ebony shaft and a mithril point forged by Celebrimbor. It acts as a +30 Spear of Slaying against servants of Sauron. It is +45 against Nazgûl, but is usable only by Elves.

— **Ar-sil.** An ancient +30 sword forged in Númenor during its height. It burns cold, delivering a cold critical (of equal severity) in addition to every normal critical it delivers. The sword detects Orcs, Trolls, Demons, and drakes, burning with blue light when such creatures come within 1,000'.

25. Stepping Stones. Smooth, level rounds of granite cross the underground lake to the baths.

26. Baths. An expanse of tile surrounds a shallow pool of steaming water.



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27. Foyer. A bridge crosses the lake from the craftsmen's quarters to the chambers giving access to the third level of Carn Dûm.

28. Flame Trap.

29. Flame Trap.

30. Guardpost. Two Orcs challenge all who pass.

31. Waiting Hall. Visitors awaiting permission to view the workshops or an audience with one of Carn Dûm's mages sit on polished benches in this echoing marble vault.

32. Stairway. The steps ascend to the third level.

Level Three

The majority of the army's supplies are stored on the third level. Food, weapons, armor, leather, cloth, steel, and hundreds of other things are housed in the numerous storerooms. These halls are on a corridor adjacent to workshops where the finer craftsmen produce the equipment for the elite units of Angmar's military. All non-magical, high quality weapons and armor are forged here. The level is well sealed and guarded to prevent petty pilfering; the workmen are searched twice daily. Dozens of clerks record what goes in and out of storerooms. Some supervise the craftsmen, some monitor food distribution, and others coordinate domestic details.

1. Stairway. Descends to the second level.

2. Guardpost. Four warriors stand guard.

3. Craft-shop. Craftsmen labor here.

4. Students' Hall. Apprentice craftsmen practice their lessons in this spartan chamber.

5. Axanaw Vine. Constricts when any warmblooded creature approaches within 10'.

6. Hall of Teaching. Master craftsmen give lessons to journeymen and apprentices in this vault.

7. Guard Room.

8. Lower Library. Working drawings for designs in progress occupy extensive folio-sized files.

9. Craft-shop. Here, less experienced craftsmen produce some displays of superior work.

10. Ceiling Trap. Operated by a lever (#11) located in the treasury.

11. Lever. Operates the ceiling trap in the corridor (#10).

12. Treasury. Coins for purchase of raw materials for tools, weapons, and furnishings fill locked chests that are Extremely Hard (-30) to unlock. The total value varies from 15,000 gp to 50,000 gp.

13. Lever. Operates ceiling trap (#16) in the Meeting Hall (#14).

14. Meeting Hall. The craftsmen assemble here to receive orders, renew pledges of loyalty to their superiors, and witness displays of power intended to improve morale.

15. Stage.

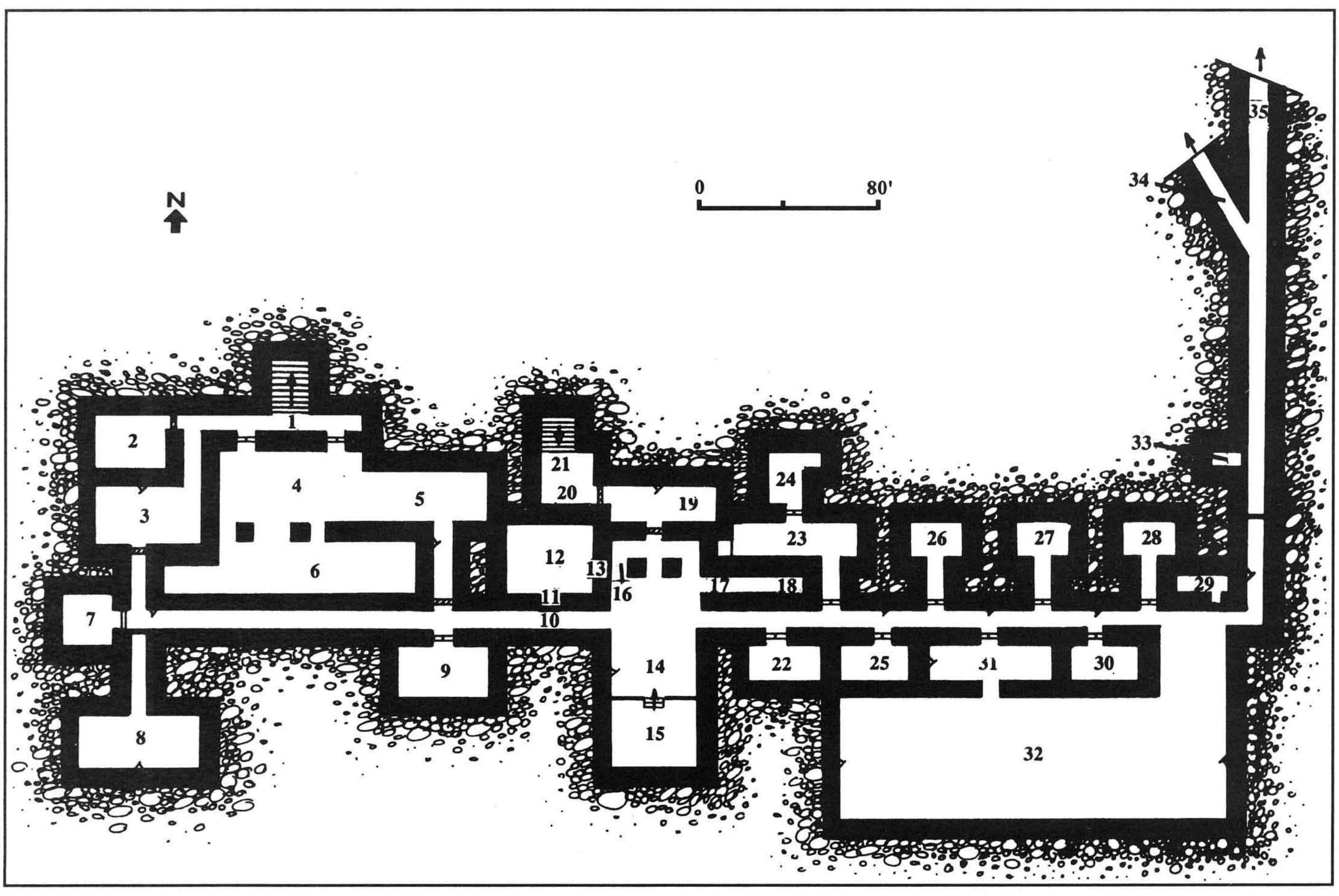
16. Ceiling Trap. Operated by a lever located in the treasury (#13).

17. Spiked Pit Trap.

18. Spike Trap.

19. Guardpost. Eight warriors stand watch.

Carn Dûm Level three



20. Guardpost. Four warriors stand watch.

21. Stairway. Ascends to the fourth level.

22. Guardpost. Three Orcs are stationed here.

23. Craftsmen's Wash Room. After a hard shift of labor in the workshops, craftsmen rinse the worst of the grime away using basins of steaming water.

24. Storeroom. Basins, pitchers, towels, and soap rest in bins and on shelves.

25. Workshop.

26. Guardpost. Three Orcs stand duty.

27. Guardpost.

28. Guardpost.

29. Spike Trap.

30. Workshop.

31. Kitchens.

32. Dining Hall. Craftsmen on duty take their mid-shift meal here.

33. Flame Trap.

34. Corridor. Leads to the clerks' quarters.

35. Corridor. Leads to the storerooms. The storerooms of the third level contain high-quality raw materials for the craftsmen's use. Large quantities of steel and pure iron, copper, bronze, and tin fill these rooms, as well as an abundance of the finest leather, cloth, and tools. The equipment created by the craftsman for the elite of the army is stored separately under lock and key.

Storeroom 1. Fine, very strong rope, pitons, hammers, pulleys, crampons, and other small equipment of the highest quality.

Storeroom 2. Cavalry equipment, including bridles, saddles, bits, barding, halters, saddlebags, etc.

Storerooms 3. Leather armor: softleather vests, soft leather tunics, rigid leather breastplates, reinforced leather coats, leather shields, etc.

Storeroom 4. Leather accoutrements: gloves, belts, tunics, wristguards, greaves, helmets, thongs, canteens, boots, etc.

Storerooms 5,6, and 7. Clothing and miscellaneous gear.

Storerooms 9 and 10. Parts of larger siege weapons that can be quickly assembled, siege weapon ammunition, and ballistae.

Storerooms 11-24. Weapons and armor. These rooms are filled with +10 weapons and metal armor of every type. Rooms 23 and 24 are devoted to the weapons and equipment belonging to the Lords and the hoerk—each item is custom-fitted to a member of the hoerk or a specific Lord.

Level Four

Access to the fourth level is barred by heavy iron doors and steel portculli. Only members of the hoerk, the Lords, and certain other select persons are permitted to ascend the twisting stairs. Here, Carn Dûm's conjurers perform in well-furnished halls of sorcery. Twenty-seven spell users work here, including six Astrologers, three Alchemists, three Mages, six Clerics, three Sorcerers, six Lay Healers. Their amenities include a huge library, magical forges, implements of dark worship, and an opulent harem.

Each conjurer has a luxurious suite, comprised of bedroom, sitting room, and bath, at his disposal. Servants ensure that comfort and convenience reign in these chambers. The enchanters are free to use the gold, silver, and gemstones in the treasuries nearby.

Dragon-hoards pale in comparison to the splendor of the Witch-king's wealth. His fortune includes ancient coins and jewels from Númenor, as well as more modern coins from Gondor, Arthedain, Umbar, Far Harad and lands further afield. Ingots of copper, iron, silver, gold, mithril, and laen rise in great stacks inside his Great Treasury (#55). The chamber also contains weapons, armor, and shields, as well as bolts of silk, velvet, and brocade. Platters, goblets, and salt cellars are piled amidst pelts of ermine, mink, and sable. Nearby, silver-inlaid Lainimit (Mahogany) chests contain coffers of rubies, opals, jade, malachite, lapis lazuli, sapphires, moonstones, garnets, onyx, and amethysts.

1. Stairway. Descends to the third level.

2. Spike Trap.

3. Spike Trap.

4. Guardpost. Nine warriors stand guard.

5. Axanaw Vine. Constricts when any warmblooded creature approaches within 10'.

6. Foyer. A fountain sprays at the center.

7. Healing Hall. Important persons in the hierarchy of Carn Dûm receive healing here.

8. Spiral Stair. Ascends to the fifth level.

9. Ceiling Trap.

10. Spiked Pit Trap.

11. Pit Trap.

12. Pit Trap.

13. Forges. The Alchemists labor at forges producing both extreme heat and extreme cold. Often, ritual worship involving a sacrifice or channeling accompanies work at the forges.

14. Holy Fountains. The water burns persons allied with the Free Peoples. It is employed in ceremonies conducted in the Great Hall of the Eye.

15. Spiked Pit Trap.

16. Flame Trap.

17. Guardpost. Six warriors stand watch.

18. Pit Trap.

19. Pit Trap.

20. Spiked Pit Trap.

21. Corridor. Leads to the harem.

22. Rune of Absolution.

23. Rune of Running Death.

24. Great Hall of the Eye. Black marble columns direct one's gaze to the east end of the hall where the lidless eye, depicted in bas relief on the bloodstone wall, stares out. Worship ceremonies are conducted daily in the great hall. A stone Golem, fashioned of red porphyry and wielding a long kynak, stands in the northeast corner.

25. Flame Trap.

26. Hall of Visions True. Celebrants in the worship of the Dark Lord have visions of other times and places here, after imbibing the water splashing in the holy fountains (#14).

27. Hall of the Red Spire. Sacred writings and analyses of the variations of the Dark Worship as practised in all corners of the world occupy the stone shelves in this vault.

28. Holy Stores. This hall houses implements of worship, priest's robes, and vials of cursed water.

29. Pit Traps. Two, located opposite one another in the corridor.

30. Cleric's Chamber. The priest who presides at worship ceremonies resides here in luxurious comfort.

31. Cleric's Chamber. One of a pair of assisting priests occupies this room.

32. Upper Library. Books referencing torture and inquisition techniques line the shelves.

33. Hall of Hidden Pains. Victims appear to be sleeping peacefully on comfortable beds. In fact, Carn Dûm's priests have learned a method of torturing prisoners in their dreams. Three stone Golems, each carved of red granite and wielding a pair of scimitars, guard the sleepers.

34. Cleric's Chamber. One of the pair of assisting priests occupies this room.

35. Stores. Crystals used in the torture technique employed in the Hall of Hidden Pains (#33) rest in insulated containers.

36. Pit Trap.

37. Corridor. Leads to the conjurers' quarters.

38. Pit Trap.

39. Pit Trap.

40. Ceiling Trap.

41. Ceiling Trap.

42. Levers. Pair set opposite of one another activate ceiling trap around the corner (#43).

43. Ceiling Trap. Activated by lever around the corner (#42).

44. Stores. Rune paper, enchanted ink, magical lanterns, and other supplies.

45. Mage's Quarters.

46. Mage's Quarters.

47. Essence Forge. Raw materials are worked to imbue them with enchanted properties.

48. Alchemist's Quarters.

49. Alchemist's Quarters.

50. Alchemist's Quarters.

51. Kitchens.

52. Dining Hall.

53. Stores.

54. Mage's Quarters.

55. Treasury. In addition to the riches previously described, this chamber holds numerous magic items. A listing follows:

—Amulets containing Text Analysis or Detect Analysis;

—Golden headbands set with black gems that allow the user to store three spells of any level daily;

—Wands of Sleep V, Charm Kind, Sound Mirage, Light Mirage, Projected Light, Shock Bolt, Healing 1-10, Guess Dreams, and Starpaths;

—Rods containing Wall of Fire, Phantasm, Stun Cloud;

—Staff of Lightning Bolts;

—Forging tools that reduce forging time by 10%;

—Fine, high quality rope in 100' lengths imbedded with the spell Enchanted Rope (3x/day, the user can cause the rope to move up to its length in any direction and tie itself in knots—it cannot attack or tie up a living being);

—Ring of invisibility; and

—First through seventh level runes containing spells from all lists.

The amount of equipment in this room is variable; the spell-users, the Lords, the hoerk warriors, or the rangers, may use any of it at any time. In the event of an attack, all that can be used in the defense of the fortress will be removed from storage and turned upon the attackers.

Level Five

The spell users live under the shadow of the Witch-king, who resides on the fifth level. The Nazgûl presides over the council chamber, rarely visiting the Hall of the Fell Beasts, the cells holding important prisoners, or his own halls. His throne is a powerful focus and enables him to communicate with Sauron. A tunnel leads to an eastern exit high on the mountain's flank, and a stairway extends to its barren peak.

1. Spiral Stair. Descends to fourth level.

2. Kitchens.

3. Inner Dining Hall. Only members of the high command eat here on onyx tables. Enchanted light from silver filigree lanterns illuminate the hall and cast eerie shadows on the silken tapestries covering the walls.

4. Guard Room. An Adan captain occupies this chamber.

5. Guardpost. Three Edain stand guard.

6. Prison Cells. Elite captives are held in this cell block.

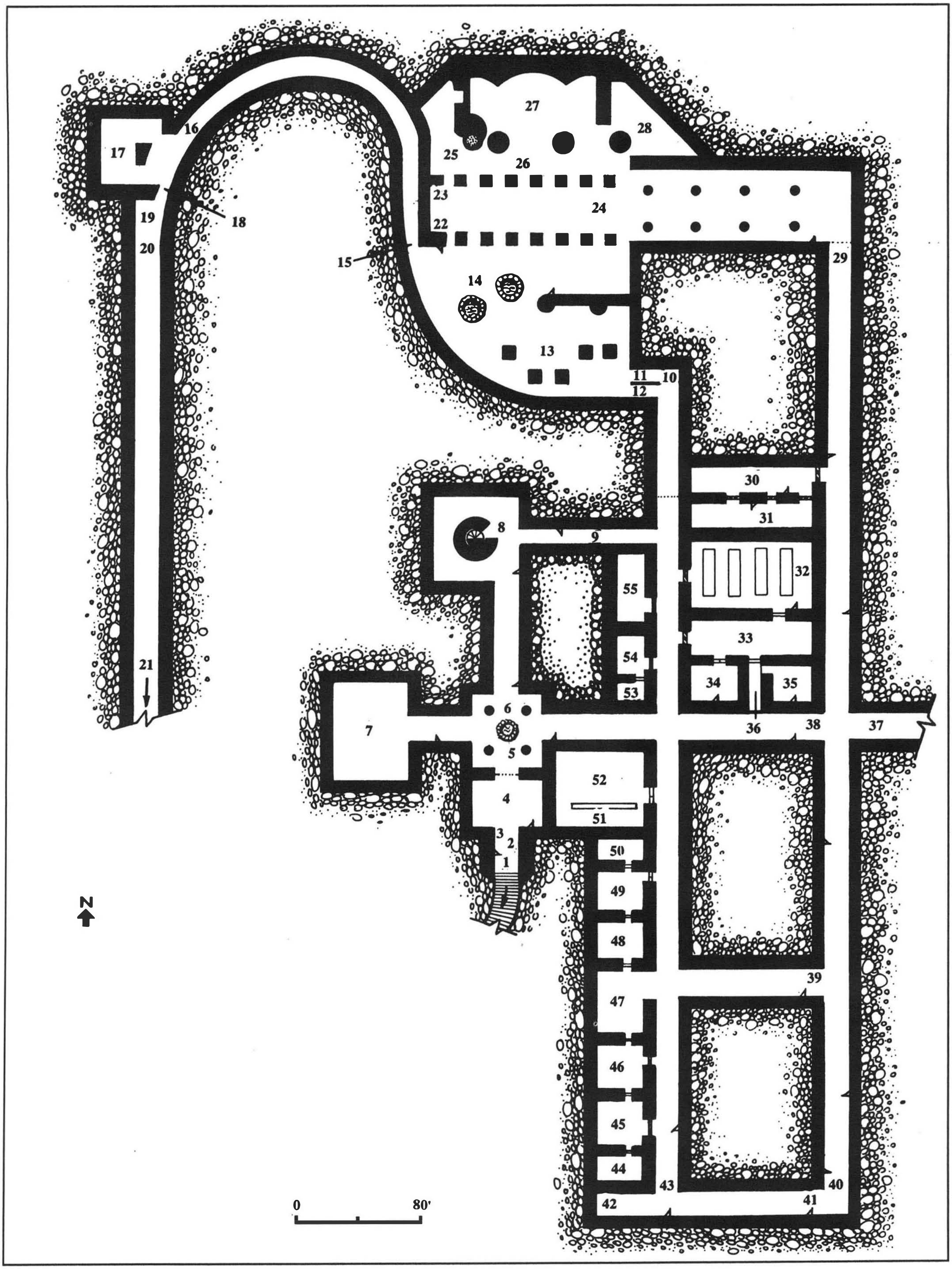
7. Guardpost. Two Edain stand guard.

8. Lever. Activates the ceiling traps (#9, #10) around the corner.

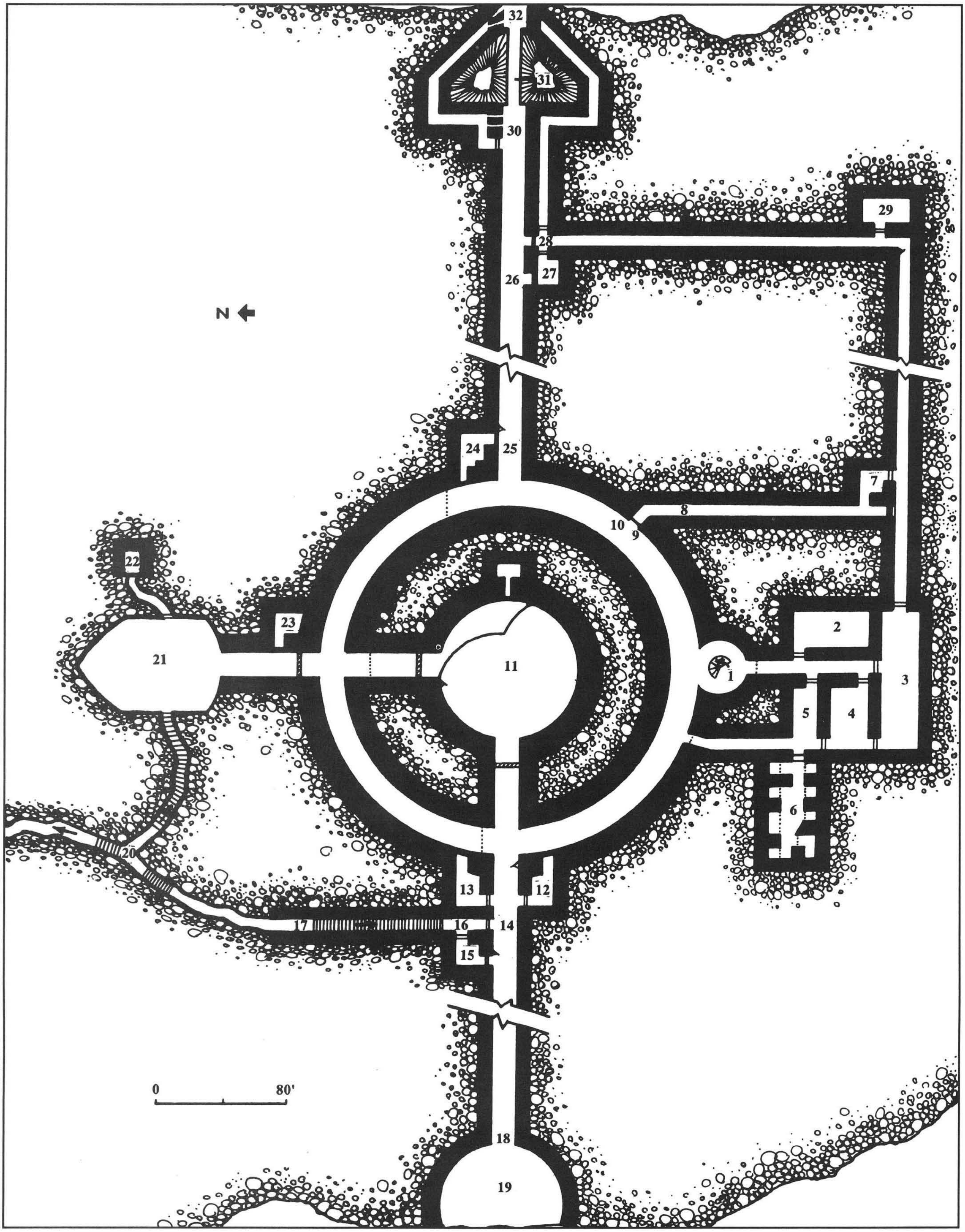
9. Ceiling Trap. Activated by the lever (#8) around the corner.

10. Ceiling Trap. Activated by the lever (#8) around the corner.

11. Council Chamber. A low step (9") runs around the perimeter of the room, from one edge of the Witch-king's dais to the other. The Mornartur do not sit while attending the Nazgûl. Instead they stand on the step, each stationed at his appointed place. Behind him, the incarnadine wall is carved to resemble the back of a throne. Different themes identify the individual's station. A huge serpent twines around a tree behind Lord Dairkan. Needle-fanged fish swim through dark currents at Lord Dâurukh's back. A fire-drake flames behind Lord Driuecard. Lord Ulrac stands before a soaring Fell Beast. Lord Sakalurë presides in front of a eel confined within a drowned Elvish skull. A horse's skull stares out of the stone behind Lord Khursh. The Witch-king's throne rests on a dais six feet higher than the floor. Forged of iron, its frame resembles the massive bones of a dragon.



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12. **Guardpost.** Three Olog-hai stand watch.
13. **Guardpost.** Three Olog-hai stand watch.
14. **Spiked Pit Trap.**
15. **Guardpost.** Two Olog-hai stand watch.
16. **Stairway.** The first in a series that leads to the mountain peak. A ceiling trap is positioned above the tenth stair from the top of this flight of steps.
17. **Pit Trap.**
18. **Flame Traps.** One on either side of the corridor.
19. **Hall of the Fell Beasts on High.** The Witch-king's mount and three lesser steeds occupy this domed chamber opening onto the western cliff face.
20. **Intersection.** A passage from the Witch-king's Hall (#21) joins the tunnel leading to the mountain's peak. An Iron Golem, bearing a battle axe in its hands and sculpted to resemble a Black Troll, will attack trespassers.
21. **The Witch-king's Hall.** Sinews and ligaments of red porphyry stretch from floor to vaulted ceiling in patterns resembling those of the interior of some great sea monster. A huge swordfish, carved of pink granite, appears to float in a pool of blood at the hall's center. Within its gaping mouth, the Nazgûl's couch awaits his repose. Six Golems, formed of red eog and bearing a yarkbalkas, stand guard.
22. **Meditation Chamber.** The Witch-king rarely uses his magnificent crimson hall. On those few occasions when he requires rest, he retires to this small room, whose walls are carved from marble of a red so dark it appears black, and closes the door. No lights illuminate the darkness, the Nazgûl's natural milieu.
23. **Guardpost.** Two Olog-hai stand watch.
24. **Guardpost.** Three Olog-hai stand watch.
25. **Ceiling Trap.**
26. **Spike Trap.** Protects a secret door into the guardpost (#27).
27. **Guardpost.** Three Edain stand watch.
28. **Flame Trap.**
29. **Guardpost.** Three Edain stand watch.
30. **Pit Traps.** Four concealed trap doors checker the floor. Unlike the typical pit traps found throughout Carn Dûm, these are chutes emptying into the great chasm crossed by the eastern bridge (#31).
31. **Eastern Bridge.** A span of enchanted iron crosses a deep crevasse to reach the east view (#32). The crevasse is bottomless, opening onto the mountain's eastern cliff face several hundred feet below the bridge.
32. **East View.** A generous balcony overlooks the northern spur of the Misty Mountains in which Carn Dûm is situated and the approach to its Eastern Gate far below.

7.2 BARAD MORKAI

The long borders of Angmar make it impossible to efficiently control all of the frontier villages from Carn Dûm. Accordingly, the Witch-king's orders are sent to three large border castles, which serve as the capitals of their surrounding territories. The fortresses—Angsûl, Morkai, and Shedûn—all stand in the Gap of Angmar, along the Angmar Road. Aside from administration, these bastions house reserve units, foodstuffs, critical supplies, and other necessities for the neighboring strongholds and settlements. They also discourage rebellion—any unusual occurrences on the borders are reported to the authorities in the appropriate castle.

Angsûl and Shedûn are commanded by an Ashâktur, while Morkai answers to Lord Ulrac. Together, the three fortresses effectively control the entire western edge of the Nan Angmar. Shedûn lies at the tip of the Great Spur of the Hithaeglir, Angsûl broods over the Angsiril Cut, and Morkai rises in between.

7.2.1 GARRISON LIFE

Castle Morkai is the largest and most important of the border forts. It stands directly above the road on a high rocky hill and its dark walls and towers are visible for many miles. Morkai is the seat of Lord Ulrac's power—he coordinates the border defenses of Angmar from a chamber in the Great Hall. The traffic on the road is heavy: wagon trains of supplies rumble by, and soldiers and messengers enter and depart through the castle's fortified gate day and night.

A mass of thick walls and squat bastions, Morkai was clearly constructed with substantial resources—gold, as well as planning and skilled labor. The castle is multi-angular, with strong towers set at regular intervals. Two sets of walls, pierced by longbow slits, form an inner and an outer bailey. The spacious outer bailey contains barracks, workshops, stables, and storerooms, and even boasts a small reservoir. Over 800 warriors are garrisoned in the castle, and there is room for many more. The inner bailey accommodates more barracks, a roomy keep, and another small reservoir situated over an underground stream.

Troop Composition and Deployment

In wartime, Morkai's garrison swells to over 2,000. Mobilization is swift; there is no reason to fear a surprise attack because the enemies of Angmar are too far away to approach without warning, and reinforcements are close at hand. The 800 warriors present are capable of dealing with any emergency that might occur in the interim. These soldiers include:

— 120 wolf-riders, 30 warg-riders, and their captain;
— 200 cavalry and their two captains;
— 450 foot soldiers and their four captains;
— the Ashâktur, Jukath, and his bodyguard of two warriors; and
— Lord Ulrac, his elite company of 50 fighters, and his bodyguard of 12 warriors.

The foot soldiers have a variety of responsibilities, from guarding the walls to patrol duties to escorting supply trains. The wolf-riders perform a nightly patrol duty and often accompany the cavalry on raids into the enemy's territory. Off-duty soldiers are sometimes given leave to visit Kuska or other nearby settlements.

The wargs of the garrison are Scara-gûl (Or. "wolf-wraiths"), a peculiar variety of undead. Frequently mistaken for Great-wolves, they are intelligent and commu-

nicate with their riders in the wargish tongue. They rarely miss the scent of an enemy and attack with incredible speed and ferocity. Their hides are tough (AT SL/4), and the Scara-gûl dodge their foes' weapons with deftness. Their bite, though dangerous, carries no lyncanthropic disease nor does it transform its victims into undead. The bodies of the Scara-gûl dissipate without a trace when they are killed.

NOTE: *Only this specific variety of warg is undead. Most animals called "wargs" are simply huge wolves.*

The wolf-riders (and warg-riders) carry spears when mounted, but attempt to knock foes from their feet before drawing blood with their weapons. They rarely employ shields, relying instead on their steeds' quickness to save them from harm. Their armor includes a soft leather tunic and breeches, along with a sturdy helmet, boots, and gloves. These warriors use maneuverability, speed, and terror to defeat their foes.

The wolf-riders include:

— sixty-two 3rd lvl wolf-riders;
— thirty-one 4th lvl wolf-riders;
— nine 5th lvl wolf-riders;
— six 5th lvl warg-riders;
— twelve 6th lvl warg-riders; and
— twelve 7th lvl warg-riders.

Regular patrols monitor the surrounding countryside. By day, five to eight companies march along a planned circuit searching for intruders and any unusual phenomena. Ten foot soldiers or five wolf-riders comprise these units. By night, four to seven contigents are assigned special foray duty. Each of these patrols include twelve foot soldiers or six wolf-riders. They serve as nocturnal scouts, hunters, watchmen, or raiders.

7.2.2 GARRISON CAPTAINS

Ormar

Ormar, the (7th lvl) Captain of 150 Brygath foot soldiers, once sailed the Sea of Rhûn as a pirate. A thick, white scar, shaped like a fish hook, puckers the skin below his left eye, but its bright blue gaze is unimpaired (oddly, the right eye is green). Ormar's skin is fair, and his coarse blond hair hangs from the crown of his head in a fat braid. The captain usually wears a white linen tunic and trousers beneath reinforced leather armor. An exotic dag (a double-edged falchion) hangs from his belt along with a kynak, which he can wield left-handed. Ormar's temper is harsh, but he is fair, and his troops respect and obey his orders to the letter.

Purth

Purth, the (6th lvl) captain of 100 foot soldiers, traveled west from the lands of Rhûn as a youth. Competence demonstrated through years of labor in the Witch-king's armies has brought him his current command. Dull, dependable, and skilled in military strategy, Purth maintains his warriors' respect through solid worth rather than personal charisma. Hazel eyes, short brown hair, and unremarkable features combine with the captain's utilitarian garb—tan linen tunic and pants under chain shirt and greaves—to underline his lack of charm.

Jeshan

Jeshan, the (5th lvl) captain of 100 foot soldiers, once lived as a solitary Eriadoran Moorman. For many years undisturbed by Angmar's military regime, he hunted, fished, and roamed the highlands of the Hithaeglir while observing the wildlife. When he unintentionally became involved in repulsing a Dúnadan attack, his strategic and tactical talents came to light. Jeshan was promptly drafted into the army where he pursued an erratic, but brilliant career. Perhaps the most eccentric of Morkai's captains, he wears a plaid kilt, a reinforced breastplate, greaves, and helmet of skunk fur, and thong sandals. He wields a baw and a cabis.

Akonid

Akonid, the (5th lvl) captain of 100 foot soldiers, detests horses despite his Asdriag heritage. Compelled as a boy to compete in races, mock cavalry charges, and contests of skill while mounted, he ran away to join the infantry of the Iron Land. Freed from the burden of horsemanship, his capability as a warrior easily won him rank and reknown. Akonid enjoys personally supervising his troops' practice of combat techniques, correcting a soldier's footwork or form, demonstrating an unusual trick to disarm one's foe, or recommending a change of equipment. The captain usually wears a kilt of kine's hide, greaves of goatskin, and no protection for his torso or head. He carries a round shield, a saber, and a bola.

Fornagath

Fornagath, the (11th lvl) commander of Ulrac's bodyguard, prefers playing his flute (stowed in his belt pouch) to fighting. He is proficient in both arts, but his flail and dag remain at his belt once the practise hour is done, while his wooden instrument comes out of the pouch at meals, during conversation, and occasionally amidst battle. Despite this quirk, or perhaps because of it, the commander is well liked by all his acquaintances. He wears a soft leather tabard, dyed blue, steel greaves and helmet, and carries a massive shield emblazoned with a blue-scaled serpent.

Jukath

Jukath, the (10th lvl) Ashâktur of Morkai, is Lord Ulrac's lieutenant. A very practical Half-nûriag warrior, he supervises the mundane affairs of the castle and conveys the Lord's orders to the soldiers and their captains. He makes sure that things run smoothly.

Jukath is valued not only for his skill as a fighter, but also for his inherent gift of diplomacy. His fierce loyalty and oratory power have earned him Ulrac's complete confidence. Ulrac knows that Jukath can control and resolve even the most agitated of disputes.

Jukath's unremarkable features and nonthreatening expression set most people at ease. Of an average height and build, he has sandy brown hair and attentive hazel eyes. Only his deep, reassuring voice suggests his exceptional inner force. Some claim that he could persuade a dragon to abandon his hoard.

Jukath carries a (+20) broadsword and a (+15) spiked mace, but he favors the Nûriag usriev (a thin, lethal half-spear, half-longsword) when fighting from horseback. He wears silvery half-plate armor which is inlaid with blue onyx. His blue, silver, and gold helm has a cowl shaped like a wolf-face.

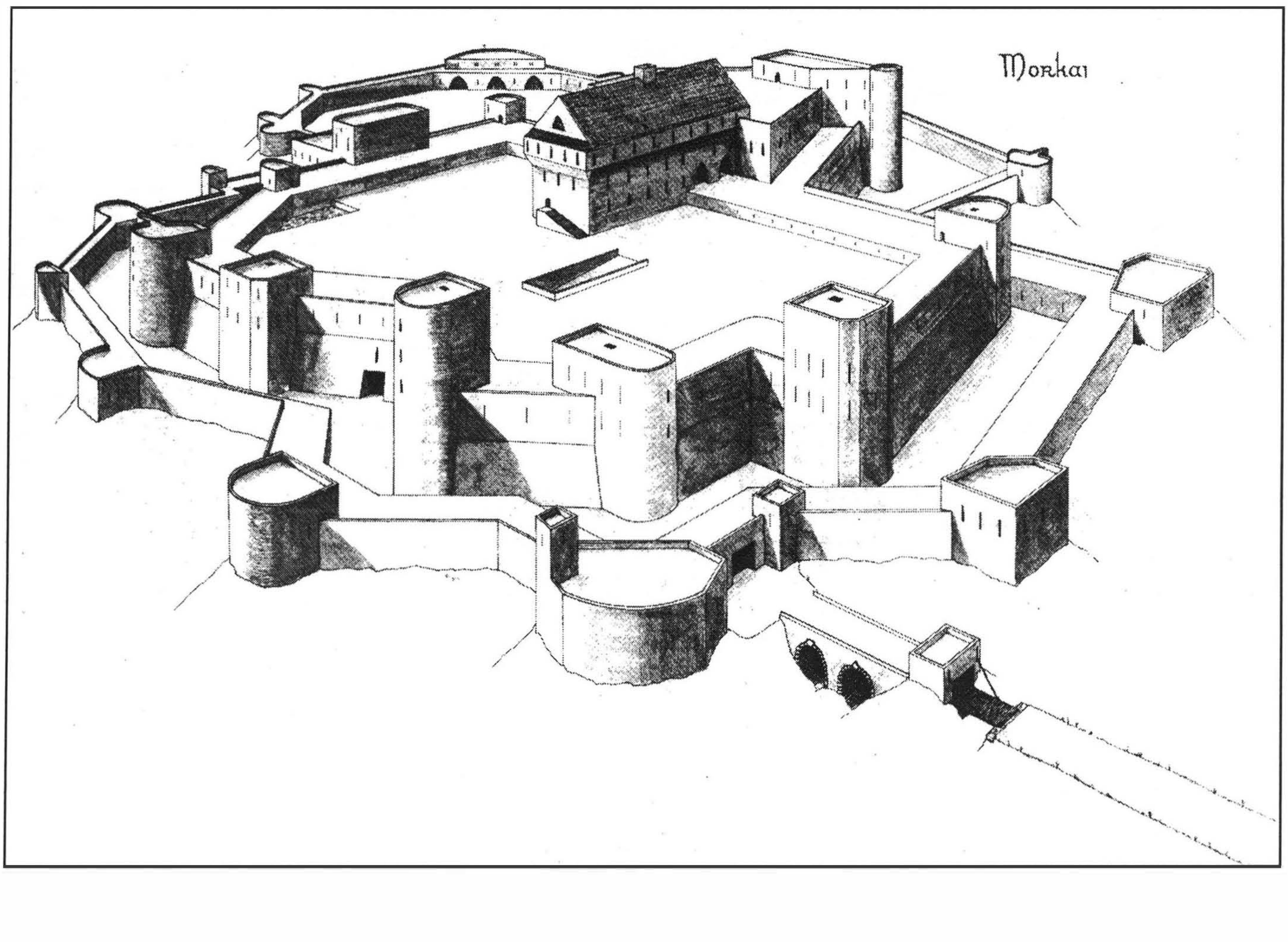
Ukandar

Ukandar is the (8th lvl) senior cavalry commander. He traces his family line to Rhudaur's old Dúnadan nobility. His privileged upbringing gave him the opportunity to develop and sharpen his military skills at an early age. A dynamic leader and superb tactician, he prefers to lead his soldiers into battle. Ukandar's troops follow him with unwavering loyalty, for he has a magnetic personality and displays fierceness and ease under the grimmest conditions.

A handsome man, Ukandar stands 6'4" in his bare feet. He has aquiline features, raven hair, and piercing green eyes. Women find him irresistable, and, for his part, he rarely shirks the attentions of attractive admirers. Ukandar is slow to anger, but quick to retaliate when sufficiently provoked; he will not tolerate ignorance, incompetence, or infidelity (although considering his own habits, his stand on fidelity is hypocritical).

Hushkash

Hushkash is the (9th lvl) commander of Morkai's wolf-riders. Though unusually and often unreasonably evil, he is, nonetheless, a competent leader. Like the rest of



his troops, he communicates well with his mount, the great (9th lvl) war-warg Garmarca. His uncanny ability to understand the nature of Garmarca, and indeed any of the wicked wargs, has helped him earn the unsurpassed respect of his warriors.

Hushkash is an olive-skinned Drel from southwestern Endor. He has the characteristic black hair and eyes of his people. A puckered scar, received during a childhood knife-fight, runs from the warg-lord's left eyebrow to his hairline. This "battle scar" gives him a perpetual scowl that aptly suggests his brutal nature.

Hushkash wears a red leather breastplate adorned with the black wolf-head of Morkai. He carries a (+15) black spear, a lightly-curved (+15) reddish broadsword, and a sharp-edged (+10) target shield which he can throw like a fighting discus (treat as a +20 dagger).

Ukandar wears a steel breastplate over his light mail suit. Both his (+10) shield and his deep, forest green surcoat are emblazoned with the emblem of Morkai—a black wolf-head on a red sun. He carries a (+20) hand axe, a (+15) falchion, and a (+20) Númenóran composite steel bow (a family heirloom).

Durac

Durac, the (7th lvl) second cavalry captain, is the junior cavalry commander at Morkai. Ambitious, he is anxious to undermine his senior captain, but clever enough to keep his desires hidden. He is overtly capricious, cruel, and underhanded, which has earned the fearful respect of his subordinates. Although Ukandar dislikes him personally, the senior captain respects Durac's prowess as an effective, and at times brilliant, commander.

Durac is of noble Umbarean (Black Númenórean) stock. Tall, stout, and strong, he has cold black eyes that glitter beneath an unruly mop of black hair. Most people cannot hold his gaze for more than a moment, and even his closest associates do their best to stay out of his way.

Durac wears a grey steel breastplate embossed with a blood red sun and a black wolf-head, the symbol of Morkai. He carries a (+15) flail and a (+10) falchion and uses a (+15) lance when engaged from horseback.

7.2.3 THE CASTLE DESIGN

Castle Defenses

Situated upon a granite bluff, Morkai is an imposing citadel. Its walls and towers are constructed of locally quarried granite, cut and set with consummate skill, such that the seams are nearly invisible. Mortar was not used; instead, the blocks were bound together with iron reinforcing bars placed inside the rock. A tiered structure, the ground behind each wall is higher than that in front of it—clay and soil were bermed up behind the outer section of the wall for greater strength and support. Battering rams are useless, since they are beating upon solid stone backed by tons of earth. The towers in the lower bailey have walls six feet thick, with firing slits. They are connected by a narrow passage in the upper rear of the walls. The towers that rise high enough possess doors opening onto the top of the walls.

The inner bailey of the citadel is more sophisticated in design, incorporating taller towers and higher walls. Each tower contains at least two stories with stairs allowing access to the roof. The connecting walls contain a passage running through their interiors, and heavy wooden doors at each tower seal off access from tower to corridor. These halls have arrow slits for firing upon attackers. The greater part of the garrison is housed in the inner bailey.

The Castle Layout

1. Drawbridge. The main entrance to Morkai castle, this drawbridge is controlled via a counterbalance in the small gatehouse.

2. Entrance. An iron portcullis, operated by controls in the small square tower (#3), bars entry into the outer bailey. Ten feet beyond the first is another identical portcullis. Thus, visitors can be trapped between the portculli and fired upon via the firing slits in the walls of the ten-foot-long entry hall. There are also holes in the ceiling of this area, and pots of boiling oil can be poured down from above.

3. Square Tower. The counterbalance for both portculli at the entrance is operated from this tower.

4. Gate. The only (commonly known) way into the inner bailey, this gate has a portcullis, operable from within the room just above. The gate leads to a passage, and up a ramp of smooth granite into the center of the inner bailey (#5).

5. Ramp Exit. The low wall around the ramp provides shielding for defending bowmen who fire upon advancing attackers. Barrels of oil are kept nearby to pour down the ramp.

6. Reservoir. Filled with fresh water, it could supply the full garrison for several weeks. Following a siege, the springs replenishing the reservoir require a period of lighter use to refill the basin.

7. Main Barracks.

8. Courtyard. This area serves as the daily combat practice yard for the garrison. Less frequently, it is employed as a takeoff and landing area by the Witch-king's couriers who ride Fell Beasts. And most rarely, it accomodates the Úlair's hideous mount when he visits to review his defenses.

9. Stables. Housing three Fell Beasts to be ridden by the Witch-king's couriers.

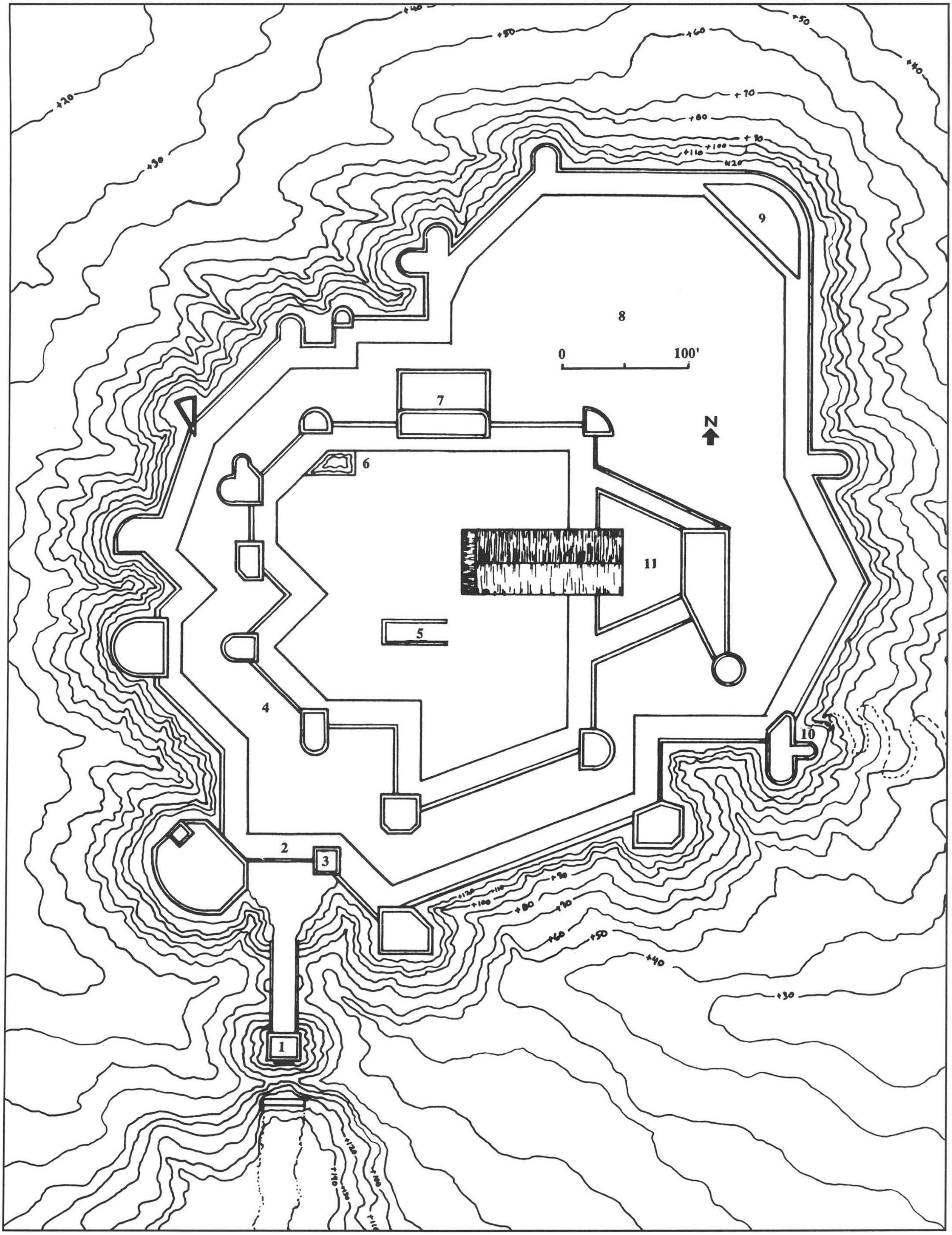
10. Postern Gate. A tiny, well-protected door with a steep winding path down from the hilltop.

11. Inner Keep. The most heavily fortified area in the entire fortress, this structure would support the garrison's last stand. A secret door from the bottom level of the building leads to a winding passage which surfaces in a ravine half a mile from the castle.

Great Hall Layout

1. Dining Hall. A spacious chamber with twin staircases at one end and a dais at the other. It serves as feast hall and audience chamber for Lord Ulrac.

2. Passageways. Double vaults curve above the walltop of the inner bailey, allowing soldiers to maintain an unbroken patrol when on duty.



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3. Guestrooms. Light, comfortable furniture of willow wood and wicker appoints these chambers. Patchwork quilts, bright curtains, and braided rugs complete the cheery, domestic ambiance.
4. Ukandar's Quarters.
5. Durac's Quarters.
6. Huskash's Quarters.
7. Office. The three captains share this chamber to handle administrative concerns.
8. Meeting Room. Pigeonholes on one wall are filled with charts and maps of the surrounding terrain.
9. Ulrac's Study.
10. Ulrac's Quarters.

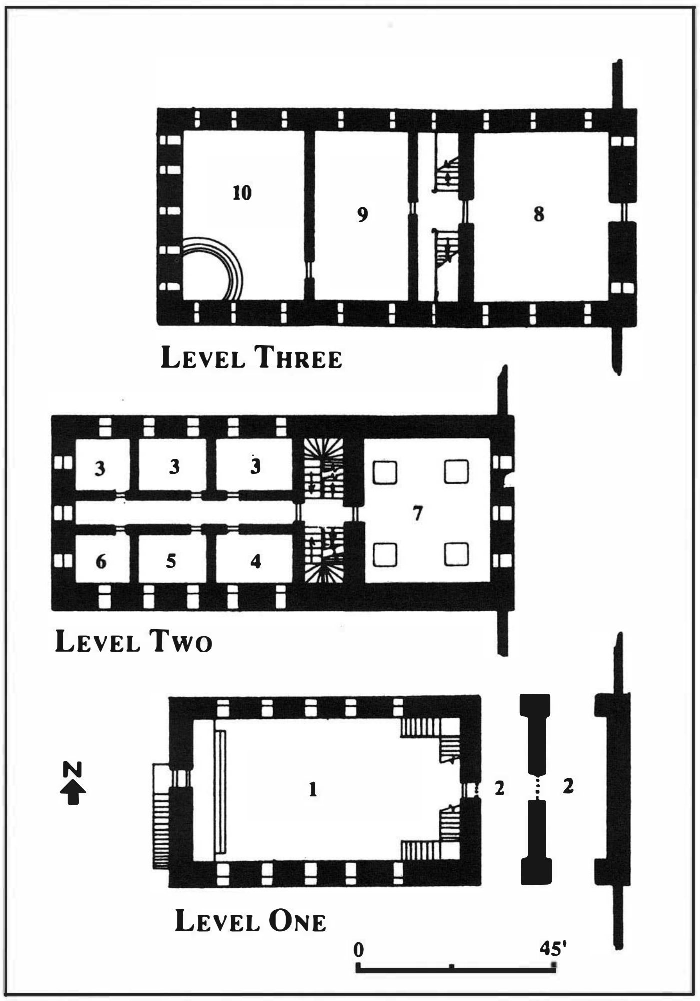
The Great Hall

7.3 MINDIL CARGASH

Cargash is the Witch-king's principal outpost in the Udanoriath. Held by 37 Rhudaurim and Easterlings, it guards the road between Eldanar and the Gap of Angmar.

7.3.1 THE GARRISON

Cargash's standing garrison includes:
— ten horses;
— four cooks;
— six laborers;
— one horsekeeper;
— one skilled artisan specializing in armoring, blacksmithing, and other metal and leather crafts;
— eleven 1st level warriors;
— thirteen 2nd level warriors;
— eight 3rd level warriors;
— two 4th level warriors;
— two 5th level warriors; and
— one 6th level warrior.



Heludar, the Garrison Commander

Heludar is an extraordinarily gifted (6th lvl) warrior. He rose through the ranks of the army in less than a year to become the commander of the outpost. Heludar should be run carefully, since he is exceptionally intelligent and skilled. Although he is of noble Logathic blood (he is from the outskirts of Riavod in Rhûn), Heludar can speak Adûnaic, Westron, and Dunael (as well as his native Logathig). The commander carries a (+5) war hammer, a (+10) composite bow, and a variety of herbs.

Keemac

Keemac is the garrison subcaptain. Unlike Heludar, he does not have a military background. Keemac is an escaped (5th lvl) Urgathic serf from the East seeking to make a fortune with which to settle down and marry. Keemac is prudent and sets a high value on his own skin. He is fluent in Urgath Logathig, Westron, and Dunael. Keemac uses a (+10) shortbow and a (+5) mace.

Harec

Harec is the (4th lvl) senior patrol leader at Cargash. Although fairly competent, he is a frustrated woodsman who fancies himself a ranger. He enjoys patrol duty and is quite familiar with the surrounding terrain (he has a +20 Tracking bonus). An excellent rider, he also takes on an occasional horse patrol.

Harec is fluent in Westron, Dunael, and Logathig. Enamoured of the Black Rangers' garb, he wears a black (+5) Kine-hide breastplate. Harec uses a (+5) broadsword and a (+10) composite bow.

Farlryen

Although he is cautious and quiet, Farlryen is overbearing and unpopular. None of Cargash's patrol leaders commands less enthusiasm from his troops. It is hardly surpising, then, that he always picks the most docile and disciplined warriors for his sorties. His patrols are invariably efficient, quiet operations, but they take an extra hour or so to complete.

Farlryen was born in southern Rhovanion, not far from Warfinger. A (4th lvl) thief by trade, he joined the Angmarean army after escaping from a jail in Esgaroth. He carries a (+10) shortsword and a (+5) longbow.

Geer

Geer is the (4th lvl) junior patrol leader at Cargash. Brave and hot-headed, Geer despises the Dúnedain. He loves to fight and may not be a patrol leader for long. Geer's temper has gotten him into trouble and Heludar is considering relieving him from duty.

Geer was born in eastern Nûrn. An escaped slave, he slew a number of herders while making his way north to Rhûn. There, he learned to use a composite bow, longsword, and javelin, all of which he carries with him.

7.3.2 PATROLS

There are between three and four patrols during the daylight hours. Each patrol has between five and ten warriors, depending on the patrol leader. Patrols of seven or more, however, are used only when a disturbance has been noted.

If there are indications of something suspicious, or a message arrives from a tower, patrols of up to 18 warriors may be sent out as searchers or to lay an ambush. If they act as searchers, the forces will be split up in groups of twos and threes.

Patrol Schedules

An early morning patrol of seven warriors under Harec's command (traveling a 3-5 hour circuit) would be composed of two 1st level fighters, three 2nd level fighters, and one 3rd level fighter.

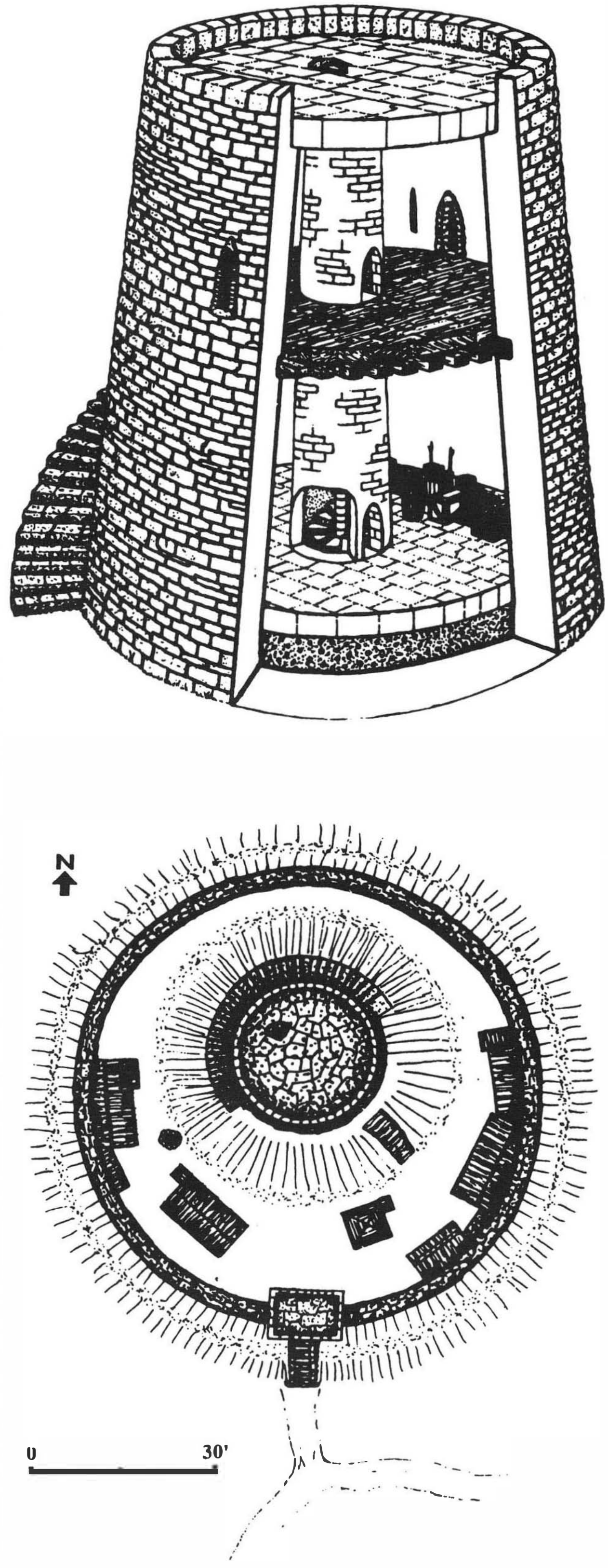
A special daylight patrol of 10 warriors commanded by Farlryen and following tracks or responding to a message from another tower (traveling a 4-6 hour circuit) would include four 1st level fighters, three 2nd level fighters, and two 3rd level fighters.

An early evening patrol of five warriors, commanded by Geer and traveling a 2-3 hour circuit would include four 1st level fighters and one 3rd level fighter.

Castle Guard Duty

A guard of five to ten Men is mounted on the castle walls at all times. Patrol and guard duty is rotated among the garrison. Heludar and Demac, however, do not go out on patrol. Life in Cargash Keep is much like life in any other military outpost; the Trolls and wolves are just as deadly to them as they would be to any group of travellers. Because of the precarious life in Udanoriath, a relatively large garrison of soldiers is stationed in the outposts at any given time.

Men value the security of their small fortresses, which are kept in good repair. For their own safety, the commanders of the outposts keep in close communication with one another.



Mindil Cargash

7.4 BARAD ELDANAR

Eldanar Castle is one of the oldest Númenórean castles in northwestern Middle-earth. Eldanar was one of the Faithful who came with Elendil the Tall out of the disaster of Númenor. The castle stands at the center of one of Elendil's subsequent landgrants, one of the northernmost Arnorian estates. When Eldanar died while fighting in Mordor during the late Second Age, his son took over the lands and rebuilt his father's modest fortress, creating its present design. The Eldanar family held the castle almost continuously thereafter, but it fell into the hands of the Angmarim around T.A. 1325. Elenuil, the rightful lord of the castle, managed to flee through a secret tunnel with a handful of the defenders when the enemy stormed the stronghold a decade ago.

Elenuil's (11th lvl) great grandson, Tarcandil, and his family are currently residing in Fornost. The occupation of the castle is a source of shame for the entire family.

7.4.1 A CASTLE OVERVIEW

Eldanar Castle remains beautiful, despite its changing fortunes. The fortress is surrounded by a wide, deep moat. The walls of the castle form six intersecting curves of smoothly dressed pale golden stone. Delicate towers belie the strength of its construction. Portions of the exterior, however, have a rough appearance. After the original gate was destroyed in the taking of the castle, the stone masons of Angmar restored it, but proved less skillful than their Númenórean predecessors; the new gate, although ingeniously constructed, is not as strong as the old one. At its widest point, the castle measures 300 feet across. Its walls are pierced by crossbow slits every 15 to 25 feet.

The castle is divided into an inner and outer bailey. The outer contains barracks, stables, workshops, and accommodations for grooms, workers, and craftsmen. The inner bailey contains the donjon, which is also the noble's residence.

The donjon of Eldanar Castle is a vivid contrast to the damp, uncomfortable donjons of the outposts. The large square structure is built of the same pale golden stone as the castle walls. The entrance to the keep is through a solid stone forebuilding with stairs that lead to a second story entrance. The interior is comfortable and secure.

There are no windows on the first story of the keep; windows on the second story are narrow, and the glass is protected by steel shutters. On the third, fourth, and fifth stories the windows are wide and the chambers are light and spacious. These windows, which can also be protected by steel shutters, are covered by fine, high-quality glass.

The walls of the keep are seven feet thick and contain niches for crossbow Men. These are also covered with steel shutters when not in use. The rooms are large, and the furniture that was not destroyed in the sieges is exquisitely tasteful. An old overgrown garden and small orchard adjoins the stronghold.

The old secret tunnel linking the master's quarters and the countryside is one feature of Eldanar castle that has remained undiscovered. Its existence is unsuspected, since the conquerors found what they thought was the corpse of the lord of the castle. The tunnel would be almost impossible to discover in a search, for it is of Dwarven construction and remains hidden until the proper word ("Tintallo") and key are used. The underground passage travels some three miles from the castle.

Population of Eldanar Castle

Barad Eldanar is the seat of the frontier defenses. No other castle in the Udanoriath matches its strength and beauty. Standing high upon a hill, it commands a 10-mile view.

The citadel has a sizable population, which swells during the winter or in times of war. Even in quieter times, the occupants include:

— seventy-five cavalry men;
— fifty crossbowman;
— one hundred foot soldiers;
— fifteen kitchen staff;
— thirty laborers and servants;
— ten camp followers;
— seven craftsmen—armorer, blacksmith, etc.
— one 4th level lay healer;
— twelve pigs (variable);
— three cows; and
— thirty chickens.

7.4.2 THE GARRISON

Barad Eldanar is situated in the eastern part of En Udanoriath, at the junction of the two main roads into Angmar. Because it is a major frontier fortress, the castle accommodates an unusually large garrison of 225 Men.

The garrison is comprised primarily of Rhudaurim from the neighboring Ettenmoors. They include the following force:

— twenty 1st level warriors;
— thirty-eight 2nd level warriors;
— eighteen 3rd level warriors;
— ten 4th level warriors;
— six 5th level warriors;
— five 6th level warriors; and
— three 7th level warriors.

The members of the cavalry are all trained to carry and use a mounted lance, a horse bow, a short bow, and a sword:

— seventeen 4th level warriors;
— fifteen 5th level warriors;
— ten 6th level warriors; and
— eight 7th level warriors.

7.4.3 FIGURES OF NOTE

The following individuals constitute Eldanar's able and dangerous chain of command.

Arkish the Ashâktur

Arkish the Adekdaran (Easterling) is a close protégé of Lord Sakalurë. He already holds the rank of Ashâktur, although he is only 28-years-old. As the (12th lvl) commander of the frontier defense, he has 100 warriors in his charge. Arkish is responsible for organizing a unified defense of the area in case of attack. He also organizes raids, sorties, ambushes, and search and destroy missions. He rarely leads these personally, but prefers to send his second-in-command into the field. In addition to these duties, the commander also sends regular reports to his superiors in Carn Dûm.

Arkish is a fine horseman who uses a (+10) mounted lance in battle. Although he prefers to wear a light chain shirt made of coppery steel, he dons a suit of (+10) full plate mail (AT PI/20) whenever he rides to battle. The plate is also coppery in hue, but it is covered with deep blue silk adorned with the symbol of Barad Eldanar: seven stylized white square knots arranged in a circle. Arkish also employs a matching, (+10) kite-shaped shield. A (+5) composite bow and a (+5) bastard sword complete his fine war ensemble.

Elosian

Elosian is Arkish's young wife. The (4th lvl) daughter of a nobleman of Rhudaur and a sympathizer of the Dúnedain, she is an unhappy woman. Nevertheless, she is very popular in the castle, particularly among her kinsmen. Being softspoken, feminine, and apparently helpless, she is an endearing figure to the hard warriors of the garrison. Elosian holds Arkish in the palm of her hand (Arkish would deny this vehemently), but rarely meddles in politics.

Elosian is slender and has long golden curls and blue eyes. She is always beautifully dressed and wears 500 gp worth of jewelry, all gifts from Arkish. This jewelry comprises her hoard, one with which to start a new life. She will leave the castle when the first safe opportunity presents itself.

Besides sympathizing with her husband's enemies, Elosian is also a Mage who has carefully hidden her skills.

Rhukar

Rhukar is a (9th lvl) Roquen (S. "Knight") from southern Rhûn. Arkish's second-in-command, he is the image of the evil warrior. Though a superb fighter and an excellent battlefield commander, he lacks Arkish's balanced outlook and would make a poor day-to-day commander. His personality is such that he would never be chosen as a replacement for Arkish.

Rhukar never loses an opportunity for a fight. He bears a number of weapons and, even while at ease, always keeps one hand on the hilt of his (+5) sword. The sword's blade is coated with (3rd lvl) Kly, a mild poison, which serves as a special precaution. Rhukar also carries a (+5) mace. When fighting from horseback, he employs a lance or composite bow.

Kelai

Kelai is a seductive redhead originally from northern Rhovanion. A true (4th lvl) courtesan, she would love to supplant Elosian as the mistress of the fortress, but her chances are slim because she does not appeal to Arkish. Kelai lacks her rival's grace and bearing, as well as her polish.

Kelai has lived with Rhukar for nearly three years; she would leave him instantly, however, if she could gain a more satisfying spot. Once the madam of the other camp followers of the castle, Kelai still collects a share of their earnings.

Kelai has learned to look out for herself and is very skillful with a dagger; she carries a (+10) long knife.

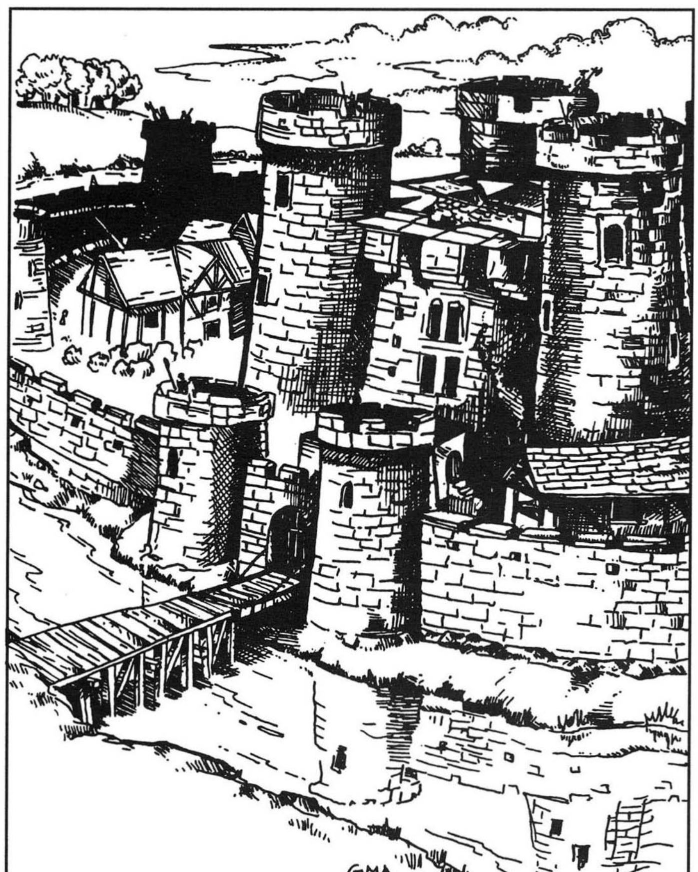
Ornil, fourth level lay healer

Ornil, the (4th lvl) Lay Healer, is Arkish's personal slave. Originally from central Rhudaur, he was captured as a child. Ornil has no love for his master and will flee Eldanar if the opportunity arises. In the meantime, he raises a variety of herbs in the castle garden. Ornil remains a thorough and conscientious physician.

Herion

Herion is the senior (8th lvl) Tracker stationed at Eldanar. Somewhat reckless, he will challenge anyone, or any group, that does not look too powerful. His foolhardiness has prevented him from becoming a Black Ranger, and Herion is quite bitter.

Barad Eldanar



Carfe

Mey Carfe is an aspiring young (6th lvl) Black Ranger of Chey (Easterling) lineage. Cautious to the extreme, he moves in and out of the fortress as secretly as possible. He shuns combat, but he is a dogged enemy. Carfe will not challenge a group, but he will track them for leagues, sending for reinforcements when the opportunity presents itself.

Dûmra

Uthour Dûmra is a wild (7th lvl) Nûriag Easterling. As evil a man as one is likely to meet, he is feared by most of the garrison. Nonetheless, he is a good warrior who is loyal to the Witch-king's cause. Dûmra is also a great admirer of Rhukar.

Surk

Surk appears to be a Northman from eastern Rhovanion. His real name is Arleg, and he is a (6th lvl) spy working in the service of the King of Arthedain. A Tracker, he can leave the fortress with relative ease, so he is frequently able to communicate with the Rangers of the North.

Orash

Cileto Orash was recently promoted to the position of patrol leader. A respected (7th lvl) Tracker, he is good at his job. Orash is sneaky and devious, in keeping with his Sagath Easterling roots. Orash will retain anything he can safely hide from his superiors; he carries an interesting collection of herbs.

Furn

Furn is the best patrol leader in the castle. A fine (6th lvl) warrior, he is competent and ambitious. Arkish likes him and has marked him for advancement. Furn is a possible replacement in case Rhukar were injured or killed.

Other Castle Residents

The other camp followers are ordinary common women. Some are quite attractive, but they lack the presence and verve of Elosian and Kelai. While they all voluntarily reside at Eldanar, most long for a better life. These women can throw no spells, but most have some skill with a dagger. Halla, Elosian's maid, and Orlteh, the maid to Kela, are the most savvy of the lot. The others include Andarra, Caith, Selven, Kara, Alurin, and Belvie.

7.4.4 CASTLE LIFE

Guards patrol Eldanar's walls at all times. Typically, two soldiers are stationed on each tower, while three warriors are stationed on each wall. The guard is changed every four hours. The castle patrols last three to four hours and contain between five and ten Men. Duties are assigned at the beginning of each week and posted at the entrance of the barracks.

The soldiers who are not out on patrol spend their time improving their fighting skills. Most soldiers, however, do patrol at least once a week. Other than that, they have no arduous kitchen or menial duties, since the castle is well provided with servants.

Because Arkish has more soldiers at his disposal, he sends out larger search parties if a patrol finds something suspicious. Ten to thirty troops constitute a standard sortie of this kind. Depending on what the patrol has uncovered, the searchers may separate into smaller groups. If an ambush can be arranged, Arkish aims for three to one odds. All travellers are brought to the castle for questioning.

Unless a group is very persuasive, they will not be released. Their presence in the dungeon will be reported to Carn Dûm, and a variety of fates may befall them. They may be sent to Carn Dûm for questioning, or left to rot in the dungeon, or sent to the East or to Rhudaur as slaves.

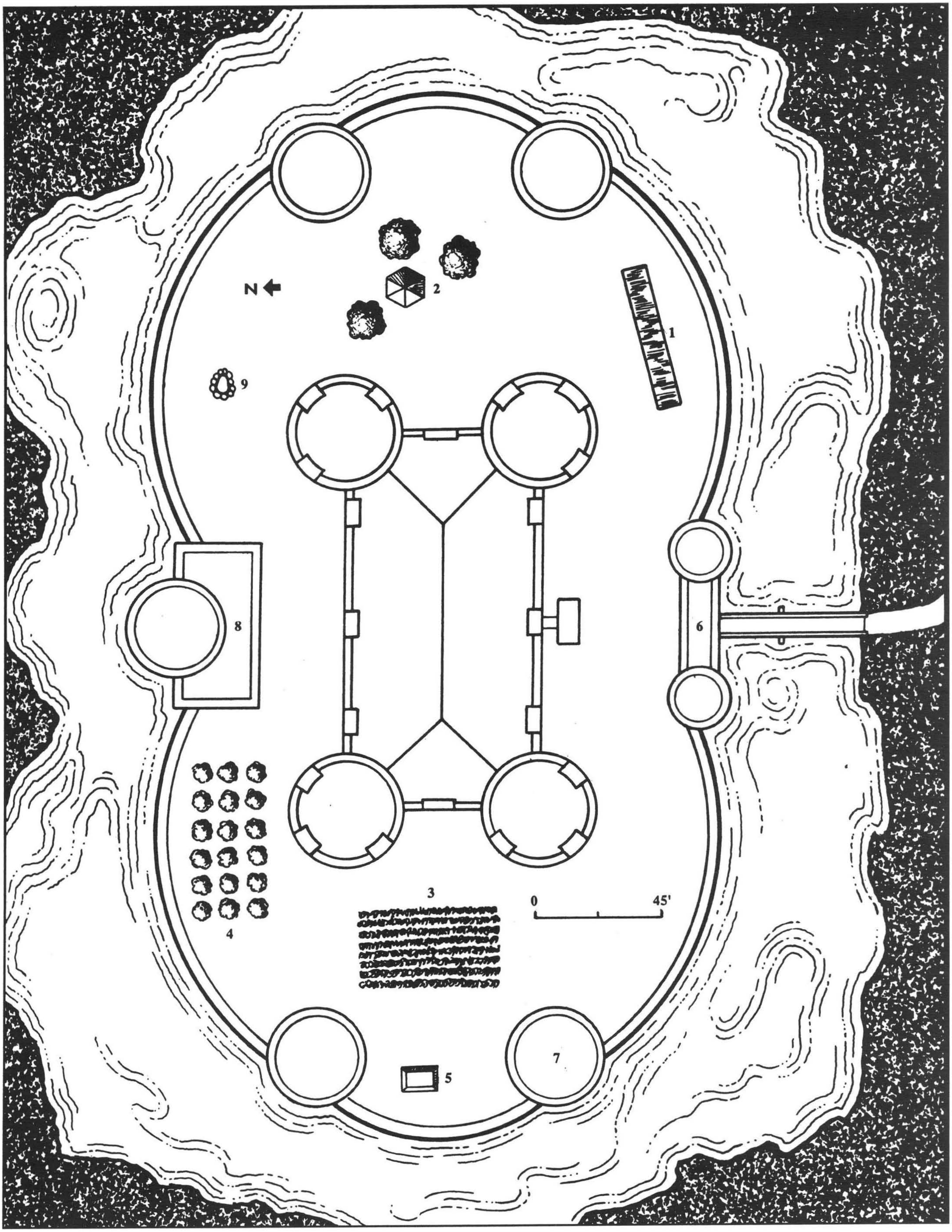
Arkish is also responsible for organizing raids and sorties into the enemy's territory. In this matter, he follows the lead of Sakalurë, who is ultimately responsible for any sortie or raiding party. Aside from waylaying travellers (which is the responsibility of the outpost commanders), the forces of Angmar harass both military and civilian targets. Their intent is to demoralize rather than overthrow the Dúnedain.

A favorite ploy of Arkish and Rhukar is to attack the border patrols of Arthedain; Rhukar especially enjoys this. At other times, the strength of several outposts are combined in an attack on a small Dúnadan border fort. The forces of Angmar will also occasionally attempt to slip past the border guard and harry villages within the kingdom. Although these hamlets are well defended, the attacks can be ruinous to the crops. In addition, wolves and Orcs sometimes stray across the borders for plunder, further demoralizing the citizenry of Arthedain.

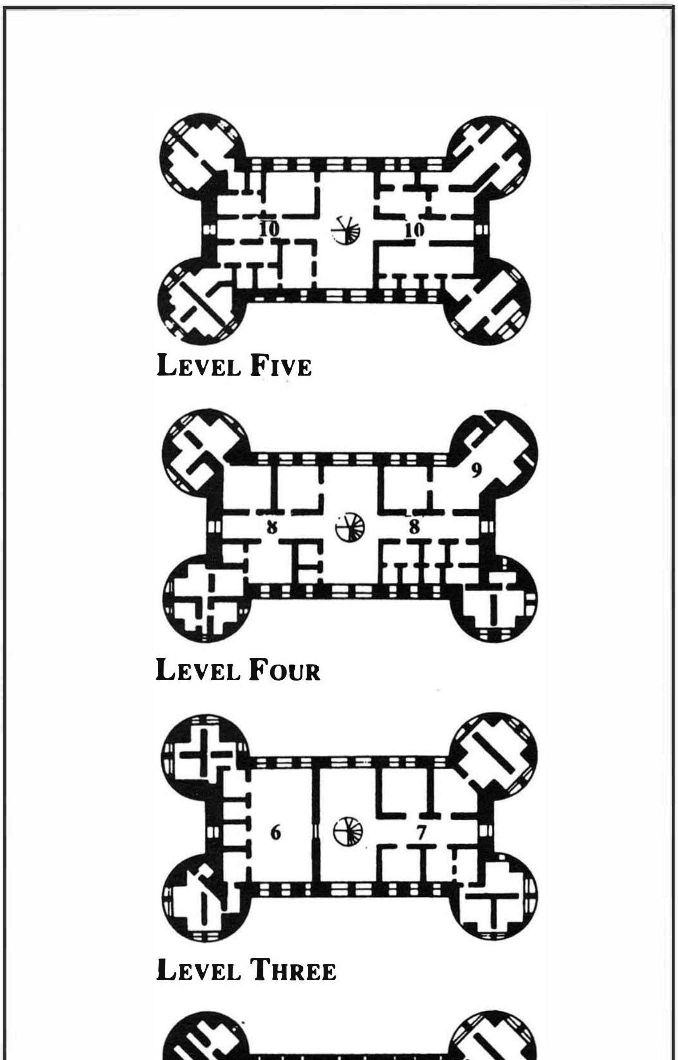
7.4.5 THE CASTLE LAYOUT

The Eldanar palace stands in the center of a walled courtyard, in which there are also several smaller buildings and features:

1. **Stables.**
2. **Spring House.**
3. **Garden.** Now overgrown.
4. **Orchard.**
5. **Mausoleum.**
6. **Gate.** Partially destroyed when the castle was taken ten years ago, it was rebuilt by the present occupants; while it is both strong and well-made, it does not compare in design or sophistication to the original gate complex. The outer gate (salvaged from the original) is a steel panel which slides vertically on a track to close the 15' square opening. Ten feet within is a portcullis, also dropped along a track. Both of these are controlled by counterbalances in the flanking towers. Just within the portcullis is a set of wood doors, bound with straps of iron. These can be secured by large timbers laid across them in iron clasps.



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Eldanar's Keep

7. Tower. Four stories high, each tower is 60 feet tall and houses the garrison of the castle. When not serving this purpose, they provide storage space. The connecting walls are 40 feet high and are accessible from the third story of the adjacent tower.

8. Armory/Kitchen/Mess Hall. Now abandoned, since the garrison eats in the main keep.

9. Well.

7.4.6 ELDANAR'S KEEP

The keep is built of the same pale gold marble as the outer walls, artfully carved and skillfully set. The windows are finely constructed sashes, their panes of smooth, unmarred glass. This central building is equipped with indoor plumbing, fireplaces in most rooms, and many other conveniences.

Level 1

1. Gatehouse. A separate building containing a stair, which provides access to the second-story entrance to the keep. The actual door into the keep is a large counterbalanced steel affair like the main outer gate. It is controlled by a lever just inside, and can be locked in the lowered (closed) position. The roofs are constructed of slate shingles. Although many of the rich tapestries and elegant furnishings have been removed, much remains here; these vestiges of the majesty the place once embraced are now being slowly defiled by the foul servants of the Witch-king.

Level 2

2. Stairway. This huge, elaborate marble spiral stair provides access to all levels of the keep.

3. Storage. Dry goods and food are stored in these large rooms.

4. Great Hall. A huge, deep blue rug covers the marble floor of this chamber. The rug is adorned with the symbol of the fortress, a circle of seven white square knots.

5. Public rooms.

Level 3

NOTE: *Windows on this level are narrow and have steel shutters.*

6. Dining Hall. With auxiliary rooms.

7. Sitting and Drawing rooms.

Level 4

8. Guest suites. Currently the quarters of the officers of the garrison.

9. Meeting room.

Level 5

10. Family Suites. Including private sitting rooms, most of these chambers have been stripped of furniture, which was moved downstairs into the other rooms. Those that are still furnished have been closed off, used mainly as guest rooms for visiting officers. The tower rooms on this level have stairs which lead up into smaller rooms above, with dormer windows.

7.5 LUGHILSARIK

There are many high peaks in the northern Misty Mountains. One such spire has no name in the tongues of Elves, Men, or Dwarves but, like the many-named Caradhras (S. "Redhorn") of Moria, conceals a dangerous secret.

Under Redhorn the Dwarves mined for many years, seeking out the veins of mithril metal, the most precious substance the earth could yield up to them. They were unwary of what might lurk in the dark, concealed chasms which plunged many thousands of feet below the surface. None, however, have mined the mountain called Ashilsari by the Orcs (Or. "The Terrible One"; L. Tmorsham), but similar chasms and rents in its rootrock allowed the Witch-king to pass under the ground for miles to reach the heartstone of the mountain.

Sauron, his master, first made the terrible discovery. Sauron had lain dormant as a spirit for ten centuries following the severing of the One Ring from his hand by Isildur. In that time, his spirit had passed through many unknown and terrible places beneath the earth. In the North, he sensed a concentration of Power; more than that, he sensed an object—a thing—imbued with such power as only the Valar or their servants wield. With sorcerous aid he divined more closely its whereabouts on his return to the world, and sent his most trusted servant to locate it and use it to bring about the doom of the northern heirs of Númenor. For he had set his black heart upon the utter destruction of the Dúnedain after the Downfall, and was thwarted by Elendil and Gil-galad even though he slew them both.

The Zaugthrakash is the Witch-king's find and one of the reasons for the location of his realm in this inhospitable region amid towering, craggy, grey-brown peaks (other than the fact that evil beings always seem to prefer bleak, inhospitable regions to nice, sunny downlands).

It took seven years for the Witch-king to locate his prize. Buried among the roots of the mountain, alive with a fierce radiation of Power that would obliterate any mortal being, and set solidly into the rocks it had thrown up, was a piece of the fallen lamp Illuin.

7.5.1 THE AWFUL FRAGMENT

Illuin, the "eternal" blue light of the North, was set up as one of two great lamps to light the newly created world of Arda. But even at the beginning of the world Morgoth, who drew his power from the Dark, was active and threw down the lamps. So mighty was the fall of the lamp that the shape of all Arda was bent; seas boiled and the stuff of the earth liquefied and leapt up in torment where pieces of the glowing material landed. Mountain chains were formed and split and shaken in the aftermath of the catastrophe and, for the most part, the shards of the Lamp were cast into the sea, or so far beneath the earth that they will never be found.

One tiny fragment lay within reach, beneath the Hithaeglir, a fragment found by the Witch-king and called Zaugthrakash, the "One to Bring Cold." It is related to the Arkenstone of Erebor, but this radiates a frigid light, a power of cold so great and insidious that it freezes any moisture within a league of its surface. So great is its power, that the Stone can poison the weather and twist a fertile land into a lifeless waste.

7.5.2 THE WITCH KING'S PLOT

The Zaugthrakash is like a curse that grips the land of Angmar, yet serves the Witch-king well. It augments the Úlair's already formidable power while he is apart from the Evil One. Living far from his Dark Master, the Lord of the Nazgûl draws strength from the hideous Stone.

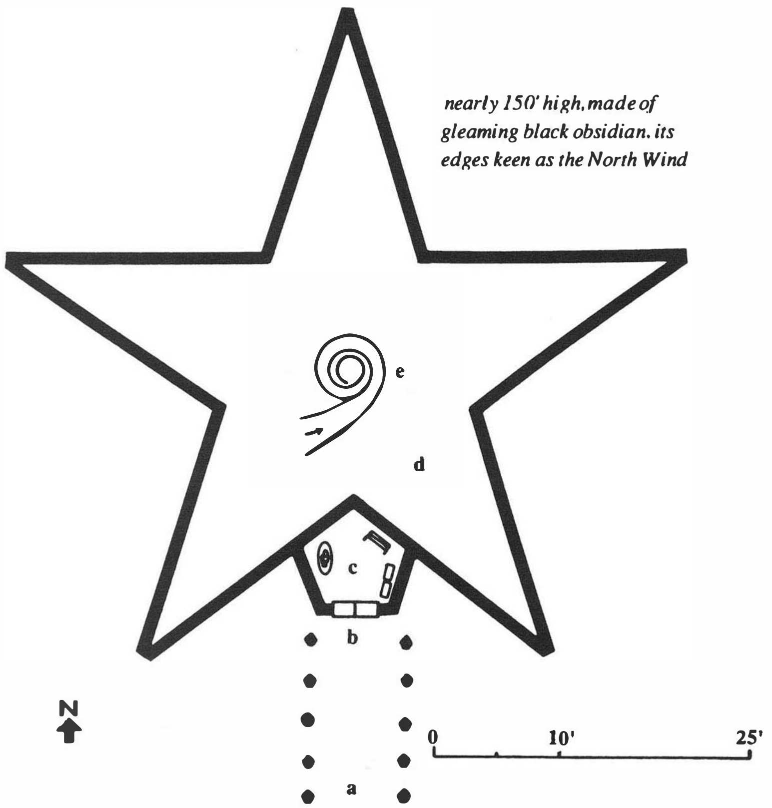
The Kingdom of Angmar is not well-suited to the raising of a great population to supply a conquering army. Thus, a long term plan has been devised, drawing on the power of cold in the Stone. While the petty enmities of rival kingdoms and the ravages of the plague reduce the Arthadan people in number, the climate gets worse year by year. Winters lengthen, snow falls thicker and stays later, and ice and hail storms bite savagely and flatten the crops with increasing frequency.

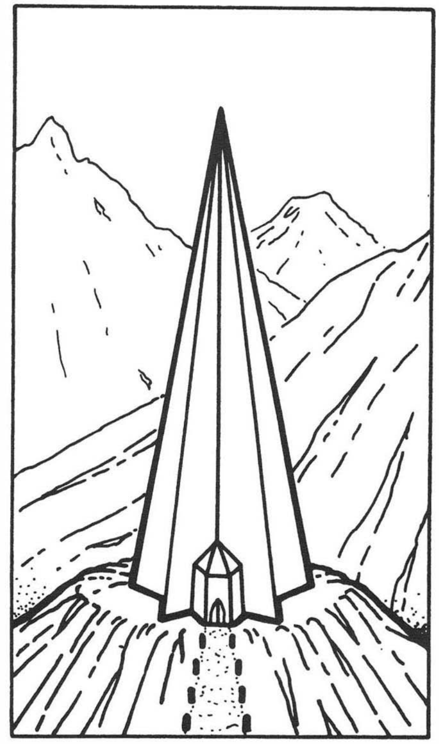
The management and manipulation of the wild energies and power of the Zaugthrakash necessitates long periods of concentration by the Witch-king. In order to maintain proper control over the Coldbringer, the Witch-king retreats from his throne at Carn Dûm for at least three months of the year. During Girithron and Narwain, at the onset of winter, the Úlair labors to make the forthcoming cold bite fiercer; during Gwirith (in early spring) he works to delay the thaw.

The Witch-king has built a retreat in which to practice this foul sorcery, a strange tower built high on the side of Ashilsari called Lughilsarik.

7.5.3 THE TOWER OF LUGHILSARIK

Lughilsarik is a tall spike of obsidian built on a small shoulder of land 7,500 feet up the mountain. The tower is reached only by a long, snaking path often treacherously iced. The path runs for more than 10 miles beyond the last guard post, with steep drops of several thousand feet off one side for much of the way. Narrow bridges cross chasms with no handrails and little support. Only a fool or an adventurer would take this barren, bleak, and thankless track.





Lughilsarik

Layout of the Tower

(a) Avenue. Ten identical pillars of black stone form an avenue along the last few yards of the road which leads to the tower's door. The pillars are about five feet apart. Each has five sides and a domed top; they taper slightly from pentagonal bases. The flat sides are inscribed with sigils of magic in Tengwar script. These markings permanently invest the pillars with Chill Solid and Cool Air spells, reducing the stones to -200°F (-130°C) and the air around them to -20°F (-30°C). Anyone touching a pillar must make a RR vs. a 60th level Essence attack. RR failure results in a Cold critical strike: 01-20 = "A"; 21-40 = "B"; etc.

(b) Doors. The doors are inscribed with the same sigils as the pillars, with the same effects. To open the doors requires the application of pressure on both doors at a point eight feet off the ground, simultaneously. Since the doors are intricately carved, it is Sheer Folly (-50) to try to find the correct points without experimenting. Pushing the huge doors has no effect once the locking mechanism is released; they must be pulled open. This is very difficult—it takes a man of 90+ ST to move one—and takes 100-ST rounds to make a crack big enough to get through.

(c) Propylaeum. This pentagonal chamber has walls of sheer, polished obsidian and a floor of dull slate. No decoration marks the walls nor the inside of the doors, which are cold, but not unnaturally so. Four articles of ebony are all the room holds: a towering black statue with ruby eyes; a rack, perhaps for holding weapons; and two chests bound with thick iron bands. If the Witch-king is within the tower, his black dragon armor, helm and crown will be placed on the statue; his sword, mace, and bow lie arranged on the rack; and in the velvet-lined chests are his Morgul-knife and lesser possessions.

(d) Tower. The tower is a 150 feet tall spire of obsidian, built from carefully crafted blocks of stone which actually interlock like a jigsaw puzzle. The stones have been polished smooth and only the faintest trace of the joints remains. A slender cleft mars the northern wall, but no other feature disturbs the face of the five-pointed, symmetrical tower. Neither is there any apparent way into the tower. Because the Witch-king does not wish to be disturbed, he climbs the narrow iron-rung ladder hidden in the dark cleft (or he flies into the stronghold). The ladder is Sheer Folly (-50) to climb.

Within the 50-foot-wide tower, the walls are smooth and cold to the touch, and the floor is of polished slate. No light illuminates the stark interior.

(e) Spiral ramp. A gradually narrowing ramp winds around a central pillar to end some 60 feet off the floor in a rounded pedestal. It is here on the pillar's summit that the Witch-king stands, imobile, for weeks or even months on end. His sole supports are the mighty (if cruel) intellect which led him to be First of The Nine and the memory of the Ring he once wore, which alone holds his insubstantial form's identity. The pedestal is made of magical laen (a magical volcanic glass) and acts as a focus for contact with Zaugthrakash, enabling him to tap its power and pervert the weather systems of northeastern Eriador.

8.0 ANGMAREAN TOWNS

Most of Angmar's population resides in fortified strongholds or subterranean complexes. Relatively few people (and no Orcs) live in large settlements of the sort found in other lands. There are few towns and only a score of sizable villages. The following provides a sampling of the more notable Angmarean townsites.

8.1 KUSKA

Kuska is a village situated in the Angmar Gap, about three miles west of Barad Morkai. Its 389 inhabitants live in a cluster of stone houses protected by an irregular stone wall about 20 feet high. The settlement lies only a quarter mile away from the Angmar Road, and a narrow track connects the two. Kuska is a typical fortified village; its inhabitants are primarily Dunlendings from Rhudaur and Brygath Easterlings from Rhûn. One or two Estaravë families complete the racial mixture.

8.1.1 VILLAGE LIFE

There are 91 families living in Kuska. Most make their living by farming, but a variety of other professions are also represented: the town has a tavernkeeper, a blacksmith, a cobbler, a carpenter, and a weaver. There is a regular village guard of full-time soldiers—residents who prefer military rather than domestic duties. The population consists of 98 able-bodied Men, in addition to the women, children, and the elderly.

Kuska is an important settlement. It is the central village of the locality and closest to Barad Morkai; in fact, the fortifications of the town protect one of the approaches to the great fortress. When the roads are passable and the weather permits, there is a monthly market in Kuska. At the fair every autumn, people come from surrounding villages to buy and sell livestock and other commodities. The center of the village contains an open area where these markets and fairs are held.

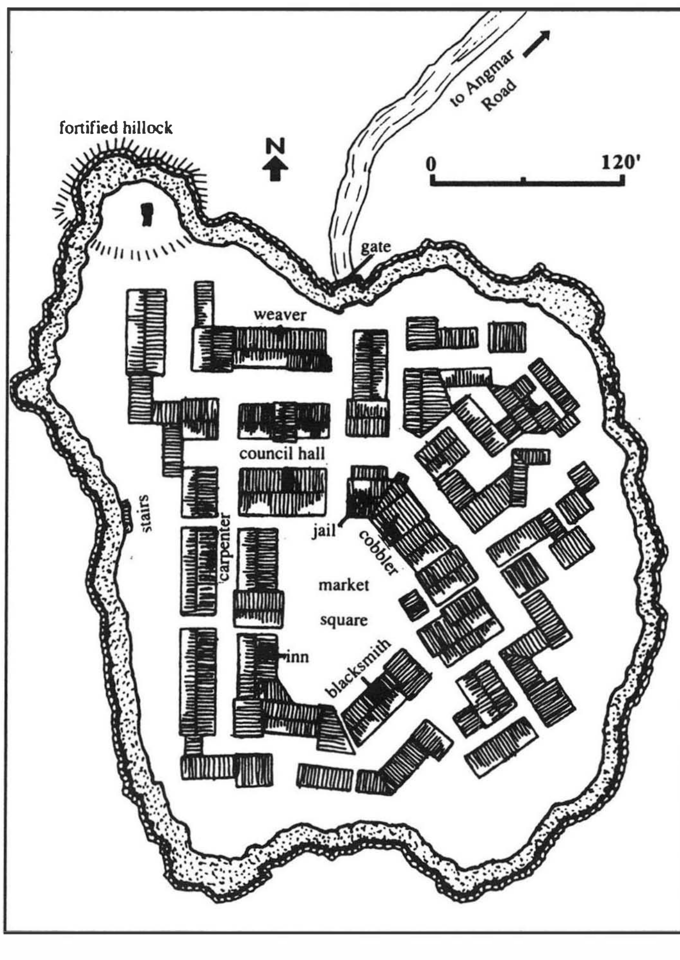
Some of the more important establishments are adjacent to the market place—the inn, the blacksmith's shop, the carpenter, and the cobbler. In addition, the village council house and jail line the market square. A large market serves houses that do not have their own water sources.

The architecture of the village is characteristic of the cold climate. The houses are two stories high; the first story is a barn and stable, the second the living quarters. The main room of the house is the kitchen where a large stove takes up almost a quarter of the space. The kitchen walls are covered with thick heavy rugs and lined with benches which are the family's beds. Some of the more luxurious houses contain one or two additional small rooms. These may provide extra sleeping space or act as Sunday parlors, depending on the size of the house. These rooms can also be equipped with stoves.

Each house has its own enclosure. This space usually includes a well, one or two outbuildings such as a workshop or a forge, or perhaps an additional barn depending on the profession of the owner. The enclosures vary in size; those of the farmers are large, while those of the cobbler and blacksmith are small. A small part of the courtyard is protected by a fence and reserved for a kitchen garden.

The fields and pastures of the farmers are located outside of the wall. Most of the cultivated lands lie between the village and the road, or on the other side of the road. Even though the heavy traffic along the roadway is occasionally halted by the appearance of wolves, the farmers of Kuska agree that they would rather walk an extra mile along the road than locate their fields in the unprotected hills. Sixty-seven families in the village till the land. Like most farmers of Angmar, those of Kuska prefer cultivation to animal husbandry: They plant rye, barley, turnips, cabbage, and potatoes, and generally own few more livestock than the rest of the village. The women keep hens and make extra money bartering the eggs. Puraneir is the sole shepherd of the village; he lives outside of Kuska. His small flock provides wool for the villagers. In exchange, he is given food and anything else he needs.

Kuska



8.1.2 VILLAGE POLITICS

The Council Hall

Kuska's Council Hall is a medium-sized, stone building filled with rough benches and crude tables. Faced with mortarless stones, the chill of this rectangular structure is barely mitigated by two large fireplaces (each situated at one end of the building).

The Council Hall accommodates a number of different functions; the village Men hold their meetings here and settle any other military, civil, and criminal problems that arise. Any important announcements are made in the hall, and the taxes are collected there every autumn.

The Kuska Council

Every man is a member of the village council, the governing body of the town. A Headman, who is elected every six years, presides over the group. Haren, the current leader, has been in office two years.

The Headman and the council are responsible for carrying out any orders issuing from Barad Morkai: organizing regular patrols, giving aid to the soldiers of Angmar, and paying taxes. These edicts come in the form of written dictates delivered by an Angmarean courier. Requests from the village must be returned via one of these riders and must be addressed as appeals to Lord Ulrac. Such pleas are infrequent, however, since Ulrac hates being bothered by petty affairs.

The Village Guard

There is an official village guard of twelve warriors who are paid out of the taxes. Their duties vary: they oversee the jail, go on daily patrols, settle the occasional brawls in the Grey Moon, and guard the tax money. The members of the guard are all retired soldiers who find the work of civilian life unpalatable. They range from second level to sixth level:

— one 5th level warrior;
— one 5th level warrior;
— three 4th level warriors;
— five 3rd level warriors; and
— two 2nd level warriors.

The jail has but one cell; its remaining room is the guardhouse where the Men on duty eat or rest. There is a guard in the building around the clock.

Patrols

The village is responsible for patrolling the Angmar Road and its environs. This is just a precaution since there is little trouble along the road. Every able-bodied man takes part in patrol duty about once a week. Kuska sends out three daily patrols of six Men each. (The levels of these warriors vary between second and sixth level.)

Defense of the Village

Kuska is unusually well fortified because of its important location. It is surrounded by a stone wall between 20 and 25 feet high that is toped by a parapet and walkway for the protection of the defenders. This is reached by ladders and a single set of stairs. Small wooden platforms widen the walkway at set intervals.

There are 98 Men with military experience in Kuska. Their levy includes:

— forty-five 2nd level warriors;
— twenty-eight 3rd level warriors;
— fourteen 4th level warriors;
— seven 5th level warriors; and
— three 6th level warriors.

These Men would form the core of the town defense should the village be attacked. All are skilled in bow weapons and at least one other hand-held melee weapon. This number can be bolstered by additional soldiers from Barad Morkai if there is sufficient warning of an attack. The women can also play a part in the defense of Kuska by throwing boiling oil or quicklime off the walls onto the attackers. The villagers are tough, experienced people, and resistance to enemies would be fierce.

8.1.3 VILLAGERS OF NOTE

Dumfa the Innkeepr

Dumfa is the owner of the Grey Moon Inn, a superb establishment by Angmar standards, but hopelessly primitive by any other. The large, warm stables are the most comfortable part of its facilities. In addition to the stables, there is a large common room heated by a huge fireplace and a kitchen. The upper story of the inn contains one single room and a large dormitory with a number of pallets which can hold up to thirty if necessary.

The Grey Moon is well stocked with ale and wine because of its important location. Off-duty soldiers from Barad Morkai come to the inn to relax, even though the food is poor, consisting primarily of porridge.

Dumfa and his wife (both Dunlendings) are in their forties. Though businesslike, the couple is not unpleasant. They live in a house adjacent to the inn, and all their time is devoted to running the inn, which has become a family business. Their two sons and their sons' wives assist them. One or two of the younger village lads work as stable hands at the Grey Moon, doing odd jobs.

Foskat

Foskat is the (5th lvl) sergeant of the village guard. A native of Rhudaur, he grew up near Nothva Rhaglaw. He is saving his accumulated pay, debating whether to remain in Angmar, or return to his homeland, or find a new home altogether. In the interim, he lodges with one of the farmers.

Furish

Furish and his four sons are the most prosperous farmers in the village. They farm between 700 and 800 acres of land, and employ Men from other families as farm hands. Furish wields great influence with the other farmers and with his laborers. Not only is he a good farmer, but the old man is still a doughty fifth level warrior. He is generous to his dependents, and his workers are very contented with their positions. Furish is a close friend of Haren. Four of his sons have completed their military service, and the five farms are run as one in many respects.

Furish is 58-years-old. He and his wife have a huge family—all of his children have survived. They have two more sons in the army and three daughters, one of whom is Haren's wife.

Furish's sons, from the eldest to the youngest, are:

— Tremac, 33, 4th level warrior, married with two children;

— Furish, 30, 3rd level warrior, married with two children;

— Varen, 29, 4th level warrior, married with one child;

— Surnir 26, 2nd level warrior, married with one child;

— Hulth, 21, single, 2nd level warrior in the army; and

— Kurlan, 18, single, 1st level warrior in the army.

Furish and his family keep more livestock than usual; they have 12 cows and a small herd of 20 pigs. The animals are pastured together, but stabled with the different families.

Haren the Blacksmith

Haren is the village blacksmith and armorer. He was originally from Rhudaur and chose to settle in Angmar after leaving the army. Haren was a soldier for 10 years, reaching sixth level and learning his blacksmith and armory skills in the army. He is an excellent smith and a decent armorer who can repair weapons and armor and forge a passable sword.

Haren is popular and well liked. He is 38-years-old, and quite young for the office of Headman, especially since he is in his second term (most adults live untill about the age of 60). Haren is diplomatic and tactful and often settles disputes before they come to the council.

The smith is the most prosperous man in the village. The forge is large and well equipped. Haren does the work for one or two of the nearby villages and has two assistants to help him. His home is the largest in Kuska, containing two rooms in addition to the kitchen, and he keeps more than the usual amount of livestock. Haren is married to the prettiest woman in the village and has a one-year-old son.



Litash-ishi-Durbaz

Hujai the Carpenter

Hujai and his son are the village carpenters. Hujai is an old Estaravë who settled in Angmar. He and his wife are well into their sixties; in his youth he was a powerful warrior. Their son Cuthan is a 25-year-old (3rd lvl) fighter who has just completed his term of service in the army. Both of his brothers were killed fighting for Angmar. Hujai is waiting for his son to find a wife, so he can retire and spend his days before a warm fire.

Kerian and Nenua

Kuska is home to two weavers: the 70-year-old Kerian and her young assistant, Nenua. An orphan of an Estaravë family, Nenua was given to Kerian for training. Most of the weaving work is done by Nenua, who is quiet and intelligent; she is being courted by Cuthan and Pultar.

Nudan the Guard-captain

A (6th lvl) warrior from Rhudaur, Nudan is the captain of the guard. Nudan is a petty dictator—he loves having people under his authority so he can order them about. Nudan is also something of a troublemaker and requires all of Haren's tact to handle. His combat ability is respected, but he is not well liked—all the Men of Kuska have had to endure him when they are out on patrol.

Pultar the Cobbler

Pultar is the village cobbler and tanner. He is a newcomer to the town and originally hails from Rhûn. Pultar has only been in Kuska for a year, but his business is already successful. He is a very skillful worker and does most of the leather work in the village. The leather he produces is of good quality, and he and his assistant sometimes fill orders from Barad Morkai.

Pultar is a (3rd lvl) fighter. He is equitable and kind for a soldier of Angmar and is looking for a wife.

Pureneir the Shepherd

Pureneir is the village shepherd and owns a flock of 50 sheep that graze near the Angmar Road. He lives in a tiny cottage adjacent to the barn that shelters his sheep; he is a loner and prefers isolation. The wool from his animals provides cloth for the entire village and the villagers supply his needs in return. Pureneir has a large, well-trained dog that helps him watch his flock and keeps the wolves at bay. He is a (3rd lvl) fighter, but because of his profession he is exempt from patrol duties.

8.2 LITASH-ISHI-DURBAZ

Aside from the Outer City of Carn Dûm, Litash is the largest town in Angmar. An important religious center, it is dedicated to the training of the Witch-king's soldier-priests. The town lies high along the western side of the Misty Mountains, on the route taken by caravans traversing the range through the passes connecting the Nan Angmar to the upper Vales of the Anduin. The weather is cold and generally inhospitable, but the valley provides shelter and the trapped sunlight encourages sturdy grasses to grow. There is plentiful grazing land below the town and enough winter fodder for the herds of mountain oxen.

The landscape surrounding Litash was shaped by glaciers. It is a tortured land, where the hard rocks under the thin soil keep runoff at the surface, creating small bogs, pools, and marshes. These stony fens are connected by thin streams of icy water. Larger vegetation finds no foothold on the sheer sides of the valley, leaving only lichens and mosses to cover the raw, shattered rock faces and scree slopes. Winter snows blanket the gentler ridges, burying the few patches of grass that survive in this harsh environment.

8.2.1 THE PLAIN OF LITASH

The town of Litash lies at the eastern end of the Nan Angmar. Situated on a spur of rock jutting out of the western side of the Misty Mountains, it guards the heartland of the Witch-king's Iron Home. Both of Angmar's main roads pass below the town, which also overlooks the upper course of the Angsiril, the kingdom's only major river. The highways converge a few miles north of Litash, at the base of the great pass called the Angirith.

This pass winds eastward, beneath towering crags hundreds of feet high. Guarded by Orcish watchposts, the Angirith begins as a "hanging valley" where two trails that start on the Gundalok shelf descend through a volcanic landscape, joining the plain of Litash to the west with the more inviting eastern slopes of the Hithaeglir. Any troops marching westward over the northern Hithaeglir must take this route into the Nan Angmar. All of these forces cross within sight of Litash's northern wall.

NOTE: *The suffix to the town's name, "ishi-Durbaz," refers to the fact that it is a center of regional government, a secondary capital under Carn Dûm, and means "of the rulers."*

A keyhole-shaped vale stretches southeast of Litash, cutting deep into the mountains at the point where the Great Spur of the Hithaeglir breaks westward out of the main range. This vast, enclosed trough constitutes the beginning of the Angsiril Cut. Filled with freshwater lakes, it is a secluded haven in an otherwise inhospitable area. More importantly, the valley provides access to two hidden passes. One swings southward over the Great Spur and into the Ettenmoors of Rhudaur. The other pass cuts eastward into the belly of the Misty Mountains. Although its trail never reaches the eastern side of the range, it does provides access to the hallowed Adan burial downs located in the Parth Hithrim (S. "Field of Grey Mist").

The Plain of Litash (Talath Litash) forms a bleak shelf that surrounds the town on three sides. It is a barren plateau of awesome desolation which only those inured to the high altitude and freezing winds of the North dare cross. It is said that the curse of the Witch-king lies upon the plain. Those who would cross it to invade his realm are supposedly doomed to perish by cold or hail, or to be blown by a gust of wind down one of the black crevasses concealed in the winter blizzards and blinding summer dust storms.

The valley floor is devoid of plants other than grass and marsh-creepers. A few shrubs grow, but no trees. The road which threads its way up the valley for the caravans is built up like a causeway and heavily cambered. Made of piled gravel, stones and dirt, mortared with the dung of endless oxen passing by, it often gets dusty and irritating in the dry seasons. Potholes are not uncommon, and its pitted grey, yellow, and dull red surface contrasts with the black and green of the landscape on either side.

8.2.2 AN OVERVIEW OF THE TOWN

As described by Carr (see Section 2.3), Litash has two halves, the Lower and Upper Towns. The architecture is uninteresting and much the same throughout, owing to the limited nature of building materials in the area. The slave houses and halls of the lower town are the crudest structures, made with daub bricks of mud, dried-out sods of peat, and thatched roofs of marsh reeds. The halls are of necessity low and dark, since there are no supports of timber or stone to permit windows and rafters.

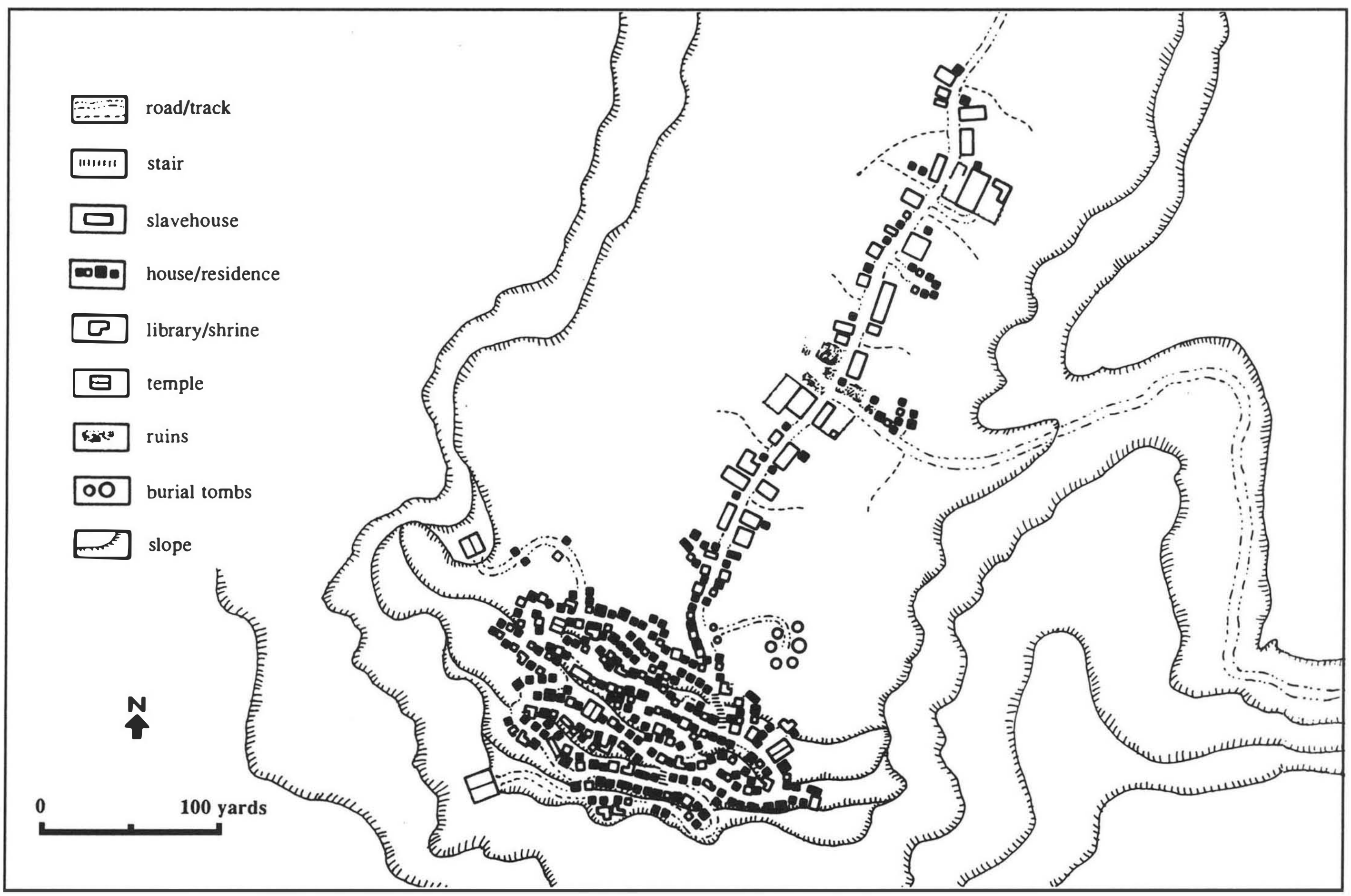
The natural granite and slate of the mountains serves for most buildings in the Upper Town, with some schist, obsidian, and basalt from nearby outcroppings. Most buildings are made with close-jointing, a method of construction which does not require mortaring, for mortar weathers quickly in these parts. Timber, which is difficult to obtain and must be brought up from the lower vales, is also rarely used. Some houses are plastered; the lime is ground down from the bones of slaughtered animals and, it is claimed, human sacrificial victims.

Building styles are simple except for the temples and mausoleums, places of ritual and worship where words and acts of devotion are not just uttered or performed: they are carved into the stone of the walls, steps, columns, and altars themselves, so that few surfaces remain untouched by written or pictorial graffiti. The temples are typically a maze of corridors and screens with no apparent use except as surfaces for this ceremonial art, and their layouts will confuse even a wary explorer.

8.2.3 TOWN LIFE

The town is far from self-sufficient and relies on the daily caravans that bring all manner of supplies from the more productive regions of Angmar. The seminaries and priests' houses are allotted moderately generous rations, the slaves much less so. Local foodstuffs other than "tsampa," a flour made from toasted barley and ground in stone mills, center on the produce of the mountain oxen (these animals are often given in tribute to the spiritual overseers of Angmar). The oxen are either pastured in the lower valley or slaughtered to provide meat. The tended herds are most valuable for their milk, which is used to make butter. The buttermilk is also made into cheese.

Litash-ishi-Durbaz





Priests prepare for a ceremony

Ox butter is used in cooking, in sustaining herbal infusions, and as a fuel for lamps. A typical cooked meal for the nomads of the mountain passes includes pieces of wind-dried or smoked ox meat, boiled with butter and water, and perhaps some of the vegetables it is possible to grow in sheltered areas, such as orange pumpkins, potatoes, shell-onions, and bitter, small, mauve-colored turnips. Cooking, either on the road or in the houses of Litash, is done in sealed pots over an ox dung fire (if you have ever smelled ox dung burning, you will know why the pots are sealed). A quick meal consumed en route consists of the buttery infusion of dried leaves drunk by all highland Angmarim mixed with tsampa flour into putty-like balls called pag.

8.2.4 THE LOWER TOWN

The lower town consists of those structures ranged along the straight valley road: a number of large slave houses strung out on either side of the dusty, hard caravan route. Interspersed with the slave halls are the houses of traders, slavemasters, and taverns serving the Men of the caravans. All the buildings are low and flat—the halls have thick walls of mud bricks and flat, thatched roofs, but the better-constructed houses may also incorporate stonework and slate-tiled roofs. All are very squat and square, unadorned and simple in style, with a few small windows and recessed doors of solid wood. The portals of the slave halls have thick bars and heavy locks.

Tracks lead from the road to greenswards that are soft in winter rain, but harden with icy winds or parching summer droughts. These are the camping and pasture grounds for the caravans which pass east and west across the Plain of Litash. They also serve as slaughtering fields for the ox herds brought up to the town; the oxen are killed, skinned, and butchered by slaves. Tanning and meat products are the town's major industry, but are kept well apart from the dwellings of the soldier-priests who train and govern in the high town. However, the business of the soldier-priests is also slaughter, and some say that the vast quantities of blood spilt in these fields serve to strengthen the power of their temples. It is not well to listen too closely to the muttered oaths of the slavemasters, for their imprecations might seem uncannily like the ritual incantations of the priests in their gloomy shrines.

8.2.5 THE UPPER TOWN

There are many more dwellings in the high town, but each is smaller, housing, typically, a number of novices together with their mentor. Young boys and girls are taken from their villages and brought to one of the few remote seminary-towns like Litash. There they are tutored by a rapid succession of mentors, each skilled in a discipline appropriate to a leader in Angmar's army. This rotation is effected to ensure no untoward attachments develop between pupils and teachers.

The senior members of the community are allotted houses on the basis of their own influence and rank in the complicated religious hierarchy. Angmar operates less through a system of money and wealth than through an exchange of "favors," involving exchanges of the use of power accessible to either party. This encourages both modest self-sufficiency and the development of individual skills in a underpopulated society with scarce material resources. The ability to sew, provide food, make furniture, or write means that one is less dependent on others.

All full-fledged priests in Litash have at least one novice in their house, and the pupils are treated as servants or slaves. In addition to performing household chores, they must find time to study the ritual and practice of the worship of Sauron (in whatever form best suits their cultural background) and learn from their mentor any lessons he or she sees fit to impart. These lessons might include anything from skill at arms, the use of Power, or verbal prowess, to more practical skills, such as sewing.

A senior priest oversees each group of novices in training, ensuring that they receive both a balanced general education and special teaching to enhance individual talent. Often, a senior priest will be responsible for developing the special aptitude of a novice, training him for a particular branch of the priesthood, such as the sergeant-tallyers.

The houses of the high town are forbidding and cold. Blackened mortar, dark stone, slate roofs, and ancient timbers (perhaps thrice-used in different buildings) greet the newly arrived. The roads in this section twist and turn upon themselves like snakes and the houses cluster in

brooding silence, disturbed only by the intonations of gongs and the litany of plain song. Darkened alleys and passages between the houses seem to conceal more of the buildings, as if lurkers were poised to pounce upon the unwary from hidden depths. Smaller pure black temples are scattered through the Upper Town, and short, dead-end paths lead to two larger temples and the mausoleums.

The temples are carved with hideous friezes and statuary. Though few of these images are recognizable, their ornate incoherence provokes feelings of impotence and fear. Though the buildings are simple in plan from the outside (usually square), inside they are a confusing maze of dim corridors. In fact, ingress to the hallows of the temple is permitted only to the few priests who know the secrets of the innumerable concealed doors that lead to gradually deeper and deeper chambers. The central chamber of each temple is a black vault that reaches down into the rock and up to the highest dome. During ceremonies, novices and other non-initiates stand in draughty, cramped passages before tiny eyeslits allowing sound, smoke, and a limited view of the rituals performed inside. Other pasages afford a less restricted view, and the high devotees of the Dark Lord have access to plinths and balconies projecting directly into the chamber of worship.

The walls of this chamber are black stone, carved with small niches for the bronze butter-oil lamps. In the sanctum, there are no grotesque or ornate reliefs to frighten or subdue the gaze and appall the imagination. Here only one image, one icon is present. From every vantage point, however restricted, the gold Eye, lidless and flaming with rubies or red enamel, is visible. And it, in turn, regards the congregation with nothing less than total concentration, penetrating even the innermost thoughts of those present. This feeling of direct sentiency emanated by the Eye is no simple trick—it is a malignant projection of the spirit of Sauron himself, bound to his throne in Dol Guldur by rituals of consecration.

From lower ledges come the screams and echoing agonies of sacrificial victims. Humans sacrifices are regularly offered (on a daily basis in the main temple) in a variety of ways better not discussed. Their remains are cast down into the pit of the chamber. It is not known what lurks therein; certainly ghouls at least, probably undead in spirit form, and possibly other creatures of nightmare and the warped imaginations of evil minds.

The temples hold numerous smaller chambers, such as offices for the priests, their vestries and treasure-rooms, libraries for records, texts and scribes to work, teaching rooms for novices, and shrines which contextualize the worship within a particular culture—those of the Easterlings, for example, are dedicated to important ancestor-spirits and clan offerings. In the vestries and vaulted stores are kept a curious assortment of ceremonial clothing, armor, and weapons (some imbued with considerable power), items of jewelry and display (seldom opulent), and other regalia associated with the worship of the Enemy. Not a little of this is valuable, of course, and one would be mistaken to think that their only protection is spiritual.

Other non-residential buildings in the town include small herbal laboratories, some libraries and scriptoria, and meeting halls for secular events. These buildings are even more austere than the dull facades of the priests' houses, simply furnished in grey and black throughout. There are no shops, but a number of workshops and storehouses attached to particular divisions of the priesthood. The superintendents of such establishments wield considerable power, next only to the elders of the temples and on a par with the military commanders.

8.2.6 THE TOMBS

Down a black paved road off the main path into the high town stands a circle of domed mausoleums built from rough black stone. Their portals are of bronze, copper, and silver; engravings in the curious alphabet of Angmar are etched upon the columns on either side. The tombs are locked and their entrances are guarded with Power—typically spells such as Signs of Fear and True Lock—and at least one physical trap, such as a hail of poisoned spikes.

Each of the six tombs consists of a broad curving ramp spiraling down into the rock. From time to time, the tunnels are delved further. Tombs are opened on either side of the tunnel with the most important burials located on the inner wall of the spiral. Bodies are interred with much ceremony; elaborately carved panels are placed over the deep horizontal slot where the corpse rests. Different cultures place a different emphasis on the valuable goods placed in tombs, and many people are buried with only a shroud. Most tombs are sealed with pitch and stone bolts, effectively mummifying the corpses within, for no water seeps through the solid slate and volcanic rock of this mountain valley.

8.3 RAVDA

Ravda is one of a number of regional centers devoted to the collection and redistribution of taxes-in-kind. These stockaded forts provide the Witch-king of Angmar with a steady flow of revenue. Administered by the military priesthood, they are established on the sites of former villages and often house large resident and transient populations. The wood-forts are well defended and serve a number of functions.

8.3.1 THE WOOD-FORT

Ravda is a typical stockade fort. Rectangular in shape, it is surrounded by high walls. These ramparts protect a long, low keep—the main barracks—which is set into the wall as a place of last refuge. Three roads enter the fort through solidly built gates, and three of the four corners of the fort are defended by towers. The main roads extend into the interior of the fort to meet in a central square. Narrow streets and alleys open off the roads, and the entire enclosure is packed with buildings. Ditches encircle the sturdy walls of the stockade.

The buildings within the fort include warehouses, granaries, and other stores; the houses of merchants, traders, and officers; brothels, hostelries, and other places of entertainment; and workshops and the houses of the slaves who labor there. The streets of the town are unpaved, but the square and the three main roads are well packed. Covered with gravel and stones, they are flanked by channels that carry off rainwater and sewage.

The Outer Defenses

The walls of the stockade are about 10 feet high. They are constructed from packed earth that is held in place by bricks and timber cladding. On top of the wall is a four-foot-wide walkway defended on the outside by wooden crenelations fronted with leather to resist fire.

The round corner towers are 30 feet in diameter and 40 feet tall with flat roofs. They are built of stone with timber frames; the entry door is reached by a short flight of stone steps five feet off the ground. Within, there are two floors, one 20 feet off the ground and another 30 feet off the ground. Each of the three floors has five outward-facing firing slits for archers, and the roof will typically hold a piece of light artillery, such as a (+10) spear-thrower (base range of 120 feet; 3 rounds to reload).

The double wooden gates will open to allow a portal 16 feet wide. Their housing is a double thickness of wall with iron-studded timber baulks supporting the gates and a sentry post cut into the wall.

The Main Barracks

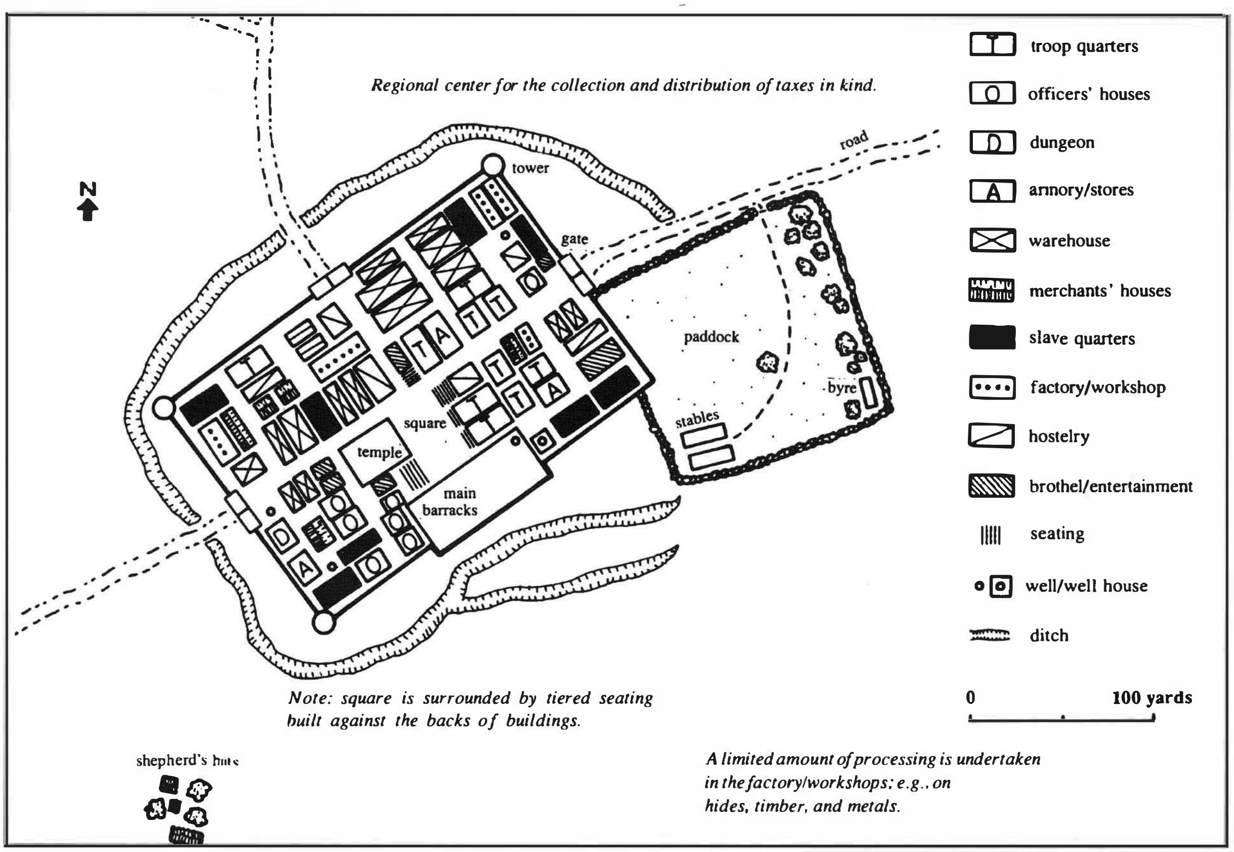
This long, low keep is a two-story building of solid masonry (the only such structure in the whole fort). It has a defensible roof 10 feet above the level of the stockade walls that is accessed through some doors. The front door is at the top of a few broad steps which also form a terrace for viewing events staged in the town square on special occasions; the door is hard wood bound with iron bands and rivets, and protected by a portcullis which may be lowered in an emergency. Many arrow slits and murderholes look over the door.

The ground floor houses the large mess hall and its kitchens, offices for the commander and adjutants, and the sergeant-tallyers (their quarters being houses in the town). There are cellars, though these are not extensive: they include a well, food store, armory, and the payhouse (a store of currency and luxuries issued to the troops). The payhouse has an iron door and no fewer than six locks.

The upper floor accommodates dormitories for the troops and offices for their captains. Additional rooms include a small library, a map room, a sick room, and offices for an herbalist and a healer. A stone stair leads to the tower.

A square stone tower rises from one corner of the roof, to a height of 70 feet. Wooden stairs within it lead up between half-floored intermediary levels to the peaked roof below which a brazier can hold signal fires. Normally, there are lookouts posted here at the wide windows, each of which commands an excellent view.

Ravda



8.3.2 TYPICAL BUILDINGS

1. Warehouse or Granary. These buildings are long, dark, low, and windowless. Some have shelving or racks lining the walls and standing in rows within, but only for precious goods which must be kept carefully sorted (such as metals). Typically, the warehouses are stacked with barrels and sacks or have large, built-in tubs, vats, and bins into which produce is emptied—directly from the traders' and farmers' buckets and baskets. Timber, cloth, and hides are stacked in bundles held together with rags. All goods are stamped, branded, or daubed with trade signs indicating their nature, quality, value, and place of origin. When supplies are deposited or taken from the warehouses, a sergeant and his guard will always be present. They check the orders of trade the merchant or trader bears, setting the seal of authority to every packet.

2. Merchant's House. The building is a dwelling "granted" to a merchant (or group of merchants). A merchant is generally an ex-military man who prefers this sought-after position to the hard life that would await him in his village of origin. The Witch-king encourages this path for ex-soldiers, since a merchant's hardiness will help protect caravans from internal raiding. Even though he may travel for long periods away from the town, the merchant's family and servants live permanently in the house. Each merchant specializes in one particular area or type of goods.

The houses of the merchants are not lavish, but they are usually quite comfortable. Some have special facilities, such as a library, shrine, etc. All have a kitchen and communal room downstairs, an office and bedroom upstairs, and a cellar-treasury in the basement. They are typically built with a timber frame and wattle-and-plaster walls.

3. Hostelry. The hostelry provides lodgings for itinerant traders, artisans, journeymen, messengers, mercenaries, and other travellers. A mixed bunch of hard-bitten and hard-biting visitors gathers in the bars and eating rooms, served by even tougher hosts. A variety of platters are available in the dining room, featuring gristle, fat, barley bread, and vegetable soup. The bars serve anything from Orkish liquor to awful moss-beer, a mixture of vinegar and sodium bicarbonate. The hostelers will take anything in exchange for a bed for the night. They conduct a regular trade with the military commanders for food, drink, and other necessities.

4. Entertainment Establishment. Ravda is the home of some houses of ill repute. Their chambers are typically arranged around a central bar area. A number of servants and guards enjoy themselves in the draped-off booths that line the walls. These wooden compartments are carpeted with straw pallets, and function as temporary bedchambers where customers meet the house-women. The brothels serve a host of spirits and drugs and are usually very expensive. They extract the bulk of the average soldier's pay, so most warriors must save up in order to gain entry.

Other local entertainment facilities include gambling establishments, where visitors stake food, liquor, treasured possessions, and, occasionally, their own lives. Such payments are usually exacted at the temple, where the priests reap the benefit of such foolish wagers. On special days, the town square is fitted with terraced seats, creating an arena for sports and spectacles, such as wrestling, gladiatorial combats, bear- and bull-baiting, and the torture and execution of prisoners.

5. Factories and Workshops. These places are similar to the warehouses described above. They provide space for a variety of limited services: mills for the cutting of timber and grinding of grain; smelting shops that reduce ores to pig iron or copper ingots; tanneries for the preservation of hides to be cut and cured; and shops for winding ropes or dyeing cloth. No facility here is particularly large, since the usual workforce is limited to 10 to 20 slaves and three to five military overseers.

6. Armory. These stout, windowless buildings hold all manner of military stores. They are built from stone and secured by powerful doors that are constantly guarded by a unit of two to eight soldiers in the command of a sergeant. Such an armory will normally contain a variety of supplies, ranging from oil, picks, shovels, and torches to armor of all sorts. Helmets, shields, swords, spears, and missile weapons are invariably stored here as well; they are arranged on racks or shelves, or in chests.

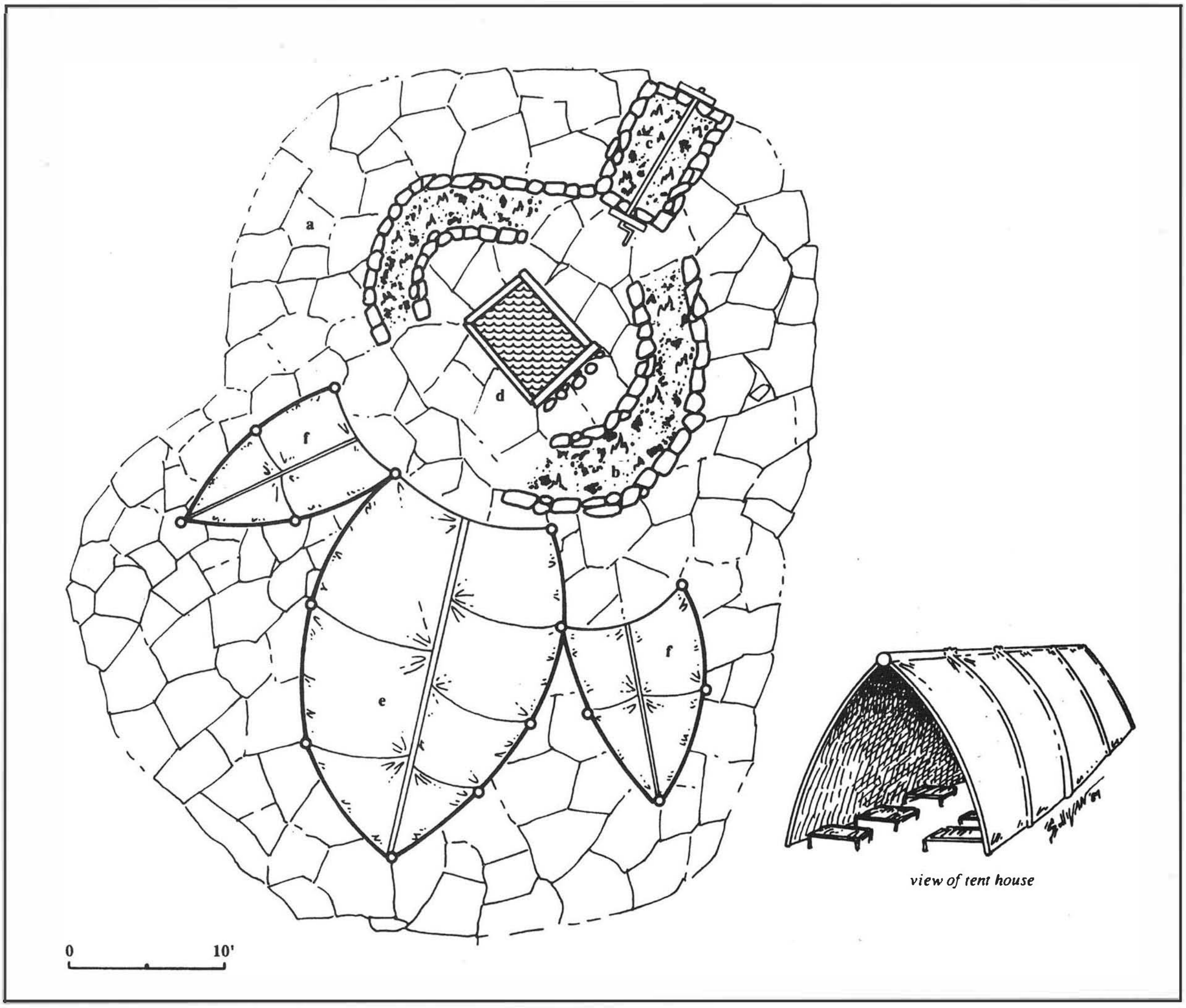
7. Officer's House. Senior officers reside in designated homes outside the barracks and away from the common foot soldiers. Usually, one to three officers of the same rank share a house, together with any family they might have. The houses vary in quality and upkeep, as some officers take greater care of their surroundings and work their maintenance slaves harder. Slaves and other subordinates also stay in the house, generally confined to the kitchens. Interior furnishings depend upon the personality of the inhabitant. Some enjoy a bit of luxury and relax amidst hanging drapes, feather beds, and roaring fires. Others prefer a more austere way of life characterized by bare walls, plain furniture, and an absence of heating. All officers own superior arms and keep a small treasury hidden somewhere in the house. Their cache might contain gold coins and gems, or perhaps magic items or lecherous statuary.

8. Jail. Prisoners are kept in horrible, dark, dank stone buildings. Very low in profile, they rise only 6 feet and have flat stone roofs; the interior is dug into the ground. Slimy stone steps lead down to an ill-lit stone-flagged corridor, off of which five to fourteen cells open, each with a locked gate, grill, or door. A cell will contain a bit of straw and possibly a ragged blanket. Half the dungeons have a "hell-pit": a vertical shaft 15 feet deep and 8 feet wide. The pit is covered with a heavy grill and provides a resting place for the least-liked prisoners. Few survive their stay here.

9. Paddock and Stables. Beside the stockade is a walled paddock where the horses and oxen of caravans can be safely turned loose to graze. The paddock has a dry stone wall and a number of trees for shelter. The mounts of messengers and cavalry units are kept in the stables as well, and there is a byre for oxen. The stables and byre are timber buildings with thatched roofs.

8.4 THE FULACHTAR

The Mannish tribes of Angmar frequently hunt or raise large livestock, taking advantage of ground that is unsuitable for tilling. When the time comes for slaughtering the animals, or when the hunters bring home a large catch, the major work begins: the beasts must be skinned, the meat and offal removed, and the bones and fat properly prepared before the food can be stored or consumed. Most of the meat is then preserved, enabling the village to survive through the winter months. The discarded hides are scraped and tanned to make leather. Since the nature of this activity calls for special facilities, the Angmarim construct corral-like areas known as "fulachtar."



A fulachta site

A typical fulachta will be located close to the village, but not so close that the stench of boiling carcasses or skins will offend those in their homes. Usually, a fulachta is situated in a damp, low-lying area near a stream. Some seven to twelve women, four to nine townsmen, and up to five children tend the fires and work in the water pit, cutting and carving, skinning and curing, and using their skills to make the most of the slaughtered animals.

A Typical Site

(a) Stone area. This area is neatly paved with large, smooth stones, mostly flints and granite pebbles. This makes it easy to clean and to gather up off-cuts and other bits that drop off the carcass.

(b) Hearths. These two horseshoe-shaped hearths are kept burning throughout the gathering. Women collect the necessary firewood from brush close by, sometimes hauling it on carts from the nearby woods. The fires are built in small mounds spaced around the hearth, covering up piles of small boulders.

(c) Roasting hearth. A sturdy timber and bronze spit is erected over a typical roasting fire. A rack may be placed over this frame for smoking smaller pieces of meat, fish, etc.

(d) Trough. This large trough is lined with wood and hides and holds hundreds of gallons of water. Workers at the fulachta keep the water boiling by dropping in stones and boulders heated on the hearths (see b). Fish and meat are boiled here and then sealed in pottery jars or cured over the smoking fire. Other pieces are cut and used for stuffing the stomachs and other offal, making delicacies such as sausages. Butchers man wooden trestle tables around the trough.

(e) Living tent. The members of the gathering live here under felt and hide coverings while the butchery, cooking, and curing is done. The rough camp beds are laid side-by-side and covered with a few blankets.

(f) Store tents. These smaller tents on either side provide a storage area for the produce made during the gathering. Various tools—including tables, bone saws, knives and skinning blades, pots, spits, ladles, herbs, pegs, and lines—are stored here, along with kindling for the fires and oil for lamps.

The fulachta is used in the summer months for processing meat from the hunt. The townsfolk return during the late fall, when livestock must be slaughtered before winter. Smaller settlements such as hamlets and farmsteads do not produce enough to warrant the building of a fulachta, but may cooperate and hold joint gatherings as the need arises. These gatherings involve several communities; their carnival-like atmosphere often leads to drunkenness and wicked nocturnal revelry.

9.0 ORC-HOLDS

Angmar is the home of countless Orc-holds. Most are simple watchposts set atop steep ridges, with a one- or two-chambered cave or stone hut serving as the only shelter. About two score, however, are large tribal centers situated near strategic passes or vast cavern complexes. Descriptions of three of these sites follow.

9.1 THE SKUTHRUGRAI

The Skuthrugrai (Or. "Dark-murderers") occupy the easternmost passes in the Great Spur of the northern Misty Mountains. Situated almost due south of Litash, their domain straddles the main route between the eastern parts of Rhudaur and the Nan Angmar. It is a region rich in copper and tin, a source of much of the Witch-kingdom's bronze.

Few people use the narrow defile that cuts through Skuthrugra territory because the Skuthrugrai are notorious cannibals. They love to hunt, and they eat virtually any meat—even the flesh of their own kind. Only a succession of strong Chieftains and a deep respect for the Warlord Rogrog have kept them from being wiped out.

9.1.1 THE SKUTHRUGRA DOMAIN

1. Hold of the Skuthrugrai. The tribal hold is situated in a hill valley between three low peaks. The hold is a cave system, once a copper mine, now worked out (the seam continues about two miles away, where it is still worked). There are two cave systems; the larger half extends under the higher peak, Suk Skuthruga at an elevation of only 3,632 feet. This side has been somewhat enlarged from the original mineworkings; the smaller caves are partly flooded. Between them is a gathering area, used only for large nocturnal ceremonies or mustering of troops. A pair of low curved earth banks surround a carved circular stone plinth: together these form the shape of a stylized eye when viewed from a higher elevation. (The Skuthrugra symbol is a white mountain surrounding a red eye.)

2. Mines. Some active copper mines follow the seam running between old rock strata. Five trenches are cut into the hillside, each intersecting with lateral galleries for gathering ore. The slaves that work the mines are kept locked in an old gallery during the day, when the Orcs cease work. Some stay to keep guard while other overseers return to the hold along mountain paths at daybreak. The slaves are a combination of captured Orcs from other tribes, Lossoth and other humans, and some Dwarves.

3. Guard Posts. In these wild mountains, it is best not to take any chances when it comes to marauders. At either end of the track leading to their hold and mines, the Skuthrugrai have established guard posts. These permanent rock shelters are partly carved into the hillside and then extended out with a semi-circle of piled boulders. Traps surround the post to prevent the guards from being taken by surprise, and eight to ten Orc warriors stay within at all times, armed with shortbows (laku) and a small ballista (tôpa).

4. Lag Hurizug. The Orcs have positioned a lookout atop Lag Hurizug (Or. "Mount Pain") to watch over the major track heading north toward Litash. A high peak (elevation 8,437'), the mountain is one of the tallest in the Great Spur. (The Orcs call the Great Spur "Hurizug Varg.")

5. Lag Urungalz. Another high peak, Lag Urungalz (Or. "Avalanche Mountain"), is shunned by the Orcs, who fear it is a home of the undead.

9.1.2 STORUGORUZ

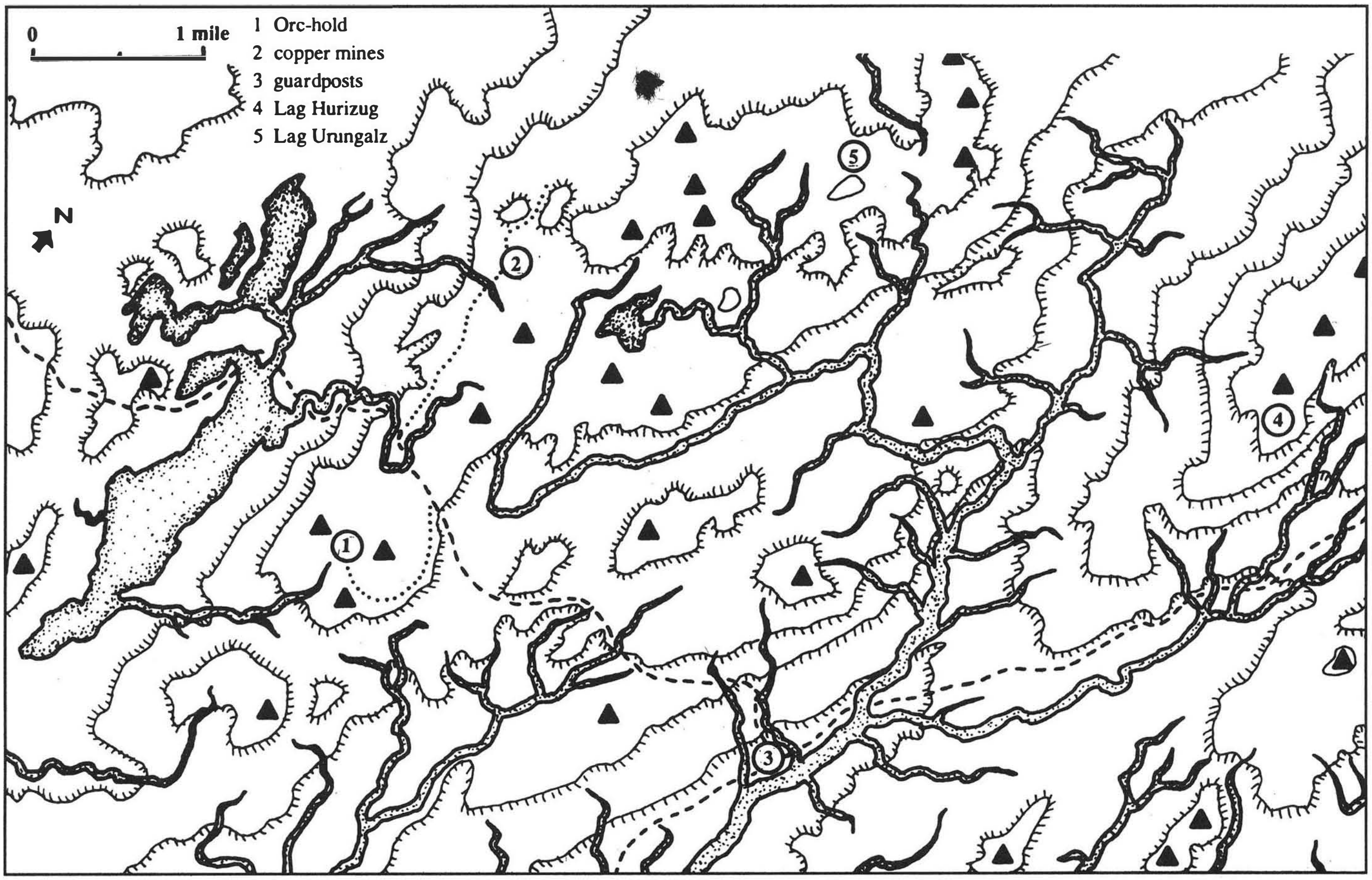
The main part of Storugoruz (Or. "Big Mine") lies beneath the Suk Skuthruga (Or. "Dark-murderers' Hill"). This former mine varies considerably in level. All the passages are constructed with rough, unfinished stone. Some of the passages are very narrow or have extremely low ceilings (as little as three feet in height and width).

NOTE: *The map has been divided into upper and lower levels in order to avoid the confusion of overlapping tunnels and chambers.*

a. Entrance. A gully leads down to the entrance—a portal in a stone-built wall blocking the original opening of the mine. The wall and overhanging cliff are 18 feet high and vertically sheer. The slope above, leading to the peak of the hill, is also very steep. The portal has solid stone jambs and lintel; its door is of timber baulks 18 inches thick, covered with leather hide and studded with iron and copper nails. The nails form a design on the leather—a wicked-looking pickaxe—the old symbol of the tribe when they were known as the Hûnagli. The door has a large wooden bar on the inside and is Very Hard (-20) to open when locked. The walls of the gully are lined with gruesome heads and skulls, all threaded on wires passing through their earholes.

b. Entrance Chamber. This is a broad, high chamber, 28 feet wide and 45 feet long. The floor has been pounded smooth by years of passing feet (iron-shod Orcish boots are not soft). The cave is fairly empty, used mainly by warriors preparing for a raid or other expedition. The Orcs that take ore carts down to the local fort will muster here. A copper gong over 36 inches in diameter hangs in an alcove beside the passage to the guard chamber (c). A tall rack holds 80 iron or flinthead spears and 14 bundles of bronze or flinthead arrows. Each bundle contains 10-15 arrows (it's supposed to be a dozen, but who claimed Orcs could count?). During the day there is a chance (01-50) that six Orc guards will be stationed here, one to five of whom will be asleep. At night, the door is usually open, and Orcs frequently pass through. During an attack, 20-30 fighters will be stationed here.

c. Guard Chamber. A sloping passage descends five feet to this squarish chamber (maximum dimensions 20 feet by 30 feet). The chamber serves as a sleeping room for 40 Orcs during the day and also guards the secret exit (d). The room is roughly finished and contains numerous wall-niches where the Orcs stuff their meager belongings. The floor is packed with dirt and scattered with a few hides and rags.



Domain of the Skuthrugrai

d. Secret Exit. A low passage (four feet high) leads to a vertical shaft which ascends 10 feet. Notches cut into the shaft walls provide foot- and hand-holds. At the top, a cluster of boulders conceals an exit hole just two feet wide. The boulders are well poised to allow them to roll apart easily. The hole is topped with a light wooden trapdoor that drops down—this prevents rain or small animals from getting in. The trapdoor is bolted on the underside, but can be wrenched with a Very Hard (-20) maneuver (add St bonus). Outside, three snare traps are located near the exit hole, and each is Very Hard (-20) to detect. Anyone searching the area has a chance (01-40) of encountering a trap which delivers one +50 Grappling attack. From the outside, the entry hole is Extremely Hard (-30) to find.

e. Store Passage. This upward-sloping passage is carved with a series of alcoves now used for the storage of guards in (c) and (f). Crude shelves are fitted in some of the recesses.

f. Long Chamber. This elongated chamber is 10 to 16 feet wide and 70 feet long. It serves as quarters for another 40 Orcs, and is furnished much like (c) above.

g. Passage. This carved corridor is winding but spacious—up to ten feet wide and six to eight feet high. There are two brackets on the walls for pitch-coated torches, which throw off a dull red glow over a 40-foot area. The light is perfect for Orcs, but insufficient to show details to human eyes, which is perhaps as well, since some of the carvings in the corridor are rather offensive. Wooden supports brace the corridor's roof every 10 to 20 feet.

h. Kitchen and Store. This irregular chamber is divided in two by a large oval pillar of rock left standing for support. On the narrow side of the pillar, crude shelves and hooks for bags and baskets hold all manner of stores supplied by the Witch-king or taken in hunting and raids. Numerous pots, bags, sacks, crates, and disorganized heaps litter the floor.

On the other (north) side of the pillar is a gangway to a hole leading down to a passage at (s) below, covered by a wicker grill. Beyond the gangway is a kitchen with a huge hearth. The hearth is surrounded by an iron framework, on which pots can be placed or hung, and two spits, each of which can accommodate a whole ox. The kitchen area (22' x 13') is covered in greasy soot; it is never cleaned, but most of the smoke escapes through a tiny ceiling vent. Across the narrow offshoot of the chamber, beyond the access hole, is a locked door. This door is Hard (-10) to open and guards the larder where delicacies, liquor, and spices are stored---out of reach of thieving hands. These are the only food supplies a non-Orc might consider eating, unless he is truly desperate.

i. Passage Down. This tunnel splits off from the main passage and descends. It is narrow and dips steeply in places; then it levels off as it rounds a tight corner into a guard chamber (j).

j. Guard Chamber. This room is situated below the Long Chamber (f) and is practically identical. Eleven broad steps and a ramp lead up to this guard chamber from the side. The stairway provides access to the Officer's Chamber (k).

k. Officer's Chamber. The passage levels off and divides into two branches. The left branch is shared by a Srûshtar and his slave; the larger right branch by three Dratulu (sergeants)

serving under him. Each officer has a pallet of straw and an assortment of clothing and armor hung on the walls or rolled and stuffed into crevices. They also have locked chests with other possessions: typically one to three worked items worth between 3-30 gp and 20-200 sp. A secret door connects with troop chamber (f). Only the Srûshtar knows how to operate the mechanism, but the Dratulu know it exists.

l. Main Hall. This chamber is wide and long, but irregular, and divided into two areas. The first is basically the space created where the main passage (g) widens—an upper area that is 60 feet long and up to 20 feet wide. It leads on to a blocked passage (m) and is divided from the other half of the room by two shallow steps and a dip in the ceiling (to just seven feet). The upper area is hung with hides and lit with a couple of pitch torches. It is used as a communal area, and for gatherings before the Chief. There is a concealed trapdoor dropping 19 feet down a pit that once had been an offshoot of passage (i). The pit has sheer walls and contains numerous skeletons and decaying bodies; the trapdoor can be operated from the wall of passage (m) or the Chief's seat (see below) by hidden levers.

The lower part of the Hall is hung with furs and heated by a fire in the southern alcove. This is the Chief's "court" and he spends most of his time here giving orders to different Orcs on various matters, or just eating. Occasionally, this area is given over to activities such as wrestling or brawling.

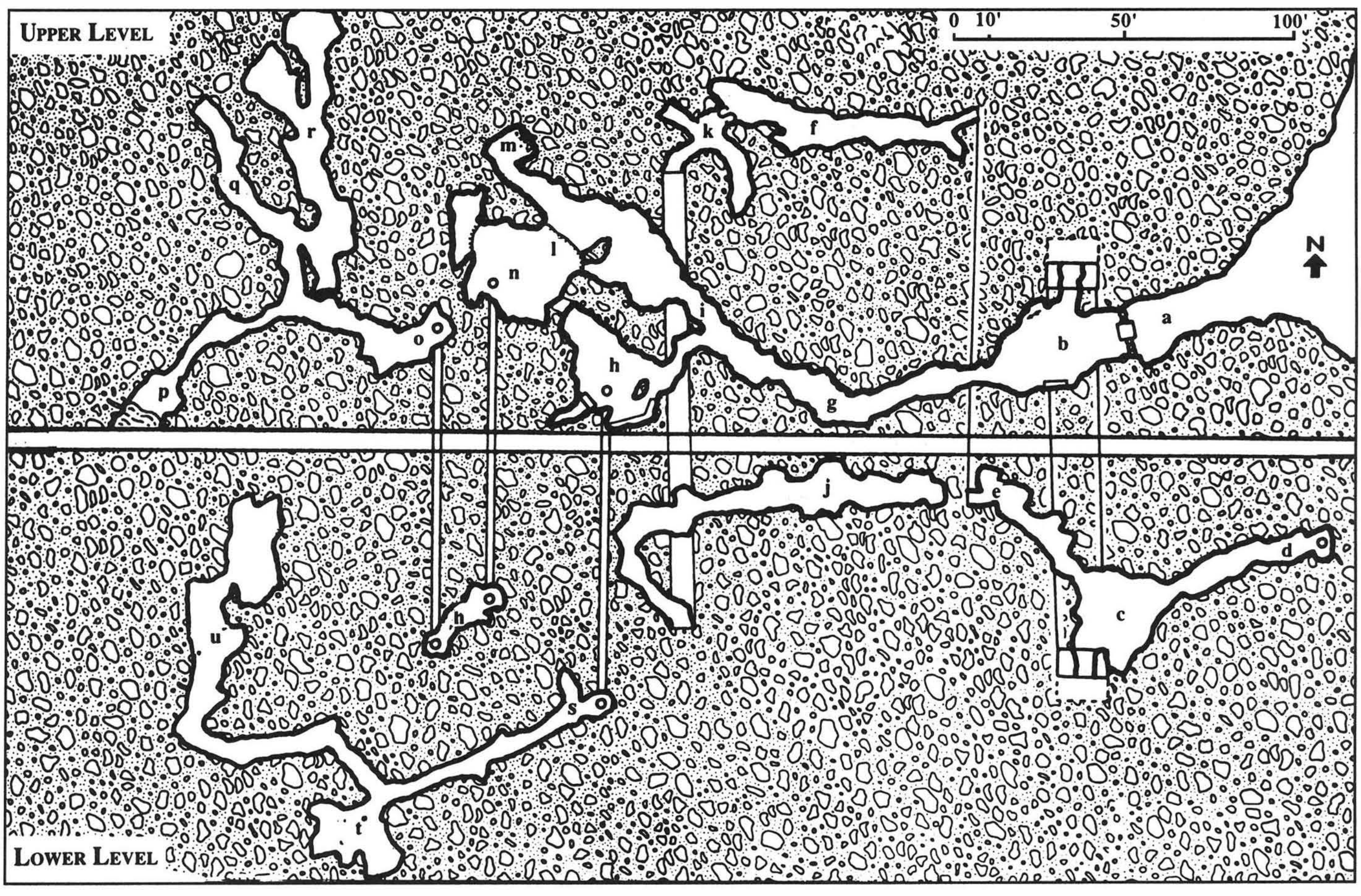
Off to one side of the area is the Chief's own chamber. The entrance lies up a couple of steps and behind his high throne-like seat; hanging furs obscure the arch, and while he is within, two large bodyguards squat at either side of the seat. The seat is made from stone with a wooden back rising seven feet tall; the wood is very dark and carved with designs of mythical beasts.

The Chief's lair holds huge mounds of comfortable furs, one of which serves as his bed. Tattered finery adorns the chamber, which contains seven suits of armor, as well as innumerable weapons and shields, all taken in plunder from foes. A stone casket decorated with a painted design of swirls and circular bosses is concealed in a large niche above the bed. The casket is Hard (-10) to spot. It is opened by pressing a particular red circle, a key-code that is Very Hard (-20) to unlock. The other circular bosses are traps that are Extremely Hard (-30) to avoid. They cause poison to well up out of secret holes in the casket and cover a victim's hand(s); the poison is ashgurash, a 3rd level snake venom that causes upper-body paralysis.

The treasure in the casket consists of: 6 jewelled items worth 670 gp in total; 80 gp; 320 sp; a potion of Swimming, an Orcish potion of Heal 50 which leaves scars where wounds are healed; and a (+10) dagger with Cutting 3 (reverse Minor Vessel Repair) that is usable 3x/day.

m. Blocked Passage. The roof and walls of this crudely hewed tunnel have collapsed, completely blocking the way forward. No drafts can be felt nor light seen, and no one remembers what, if anything, might lie beyond the rockfall.

n. Drop Hole & Passage. In a niche is an unobstructed drop hole three feet by two feet wide; the drop is just six feet. At the base is a crawl-way passage just three feet high and five feet wide,



continuing for about 25 feet. Wooden runners connect this drop hole with one at the other end (o) and simple wooden trucks can be shuttled quickly down the passage by means of a rope and pulley system adjacent to the drop hole. This is the mechanism for transporting ore, firewood, coal, charcoal, and Orcs to the smithies (r).

o. Store. Ropes and winding handles operate both the runner-trucks and a bucket winch to raise loads from below. Passengers in the trucks have to climb out. Heaps of copper ore, combustibles, and other stuff lie piled against the uneven walls of this rough chamber. There is no permanent light source, and the room is rarely occupied.

p. Flooded Passage. This downward-leading passage disappears underwater. If anyone ventures into the water, they will find occasional air pockets, but at the end of the passage is a water-filled chamber blocked with rubble. The Orc-smiths get their supplies of quenching water here and throw refuse and sewage into it, giving it a nasty, stained appearance.

q. Back Passage. The slaves and Orc-smiths dwell here between working periods. Slaves occupy the far end and are accorded no amenities, save a crude cesspit (which only drains slowly). The Orc-smiths live closest to the entrance and have a few furs, some straw, and scraps of cloth and hide to provide a little comfort. Wall niches are the only places where they can store their things—typically tools, clothing, and a few ornaments wrought in copper.

r. Smithies. In these isolated chambers, the pounded ore, now in powdery form, is placed in huge melting pots the Orcs call "shukragan." There, the copper is drawn off, and the molten metal can be mixed with other metals, such as tin ore (which, smelted with copper, forms bronze). Workers also combine the crude lumps of metal and iron procured from other sources to manufacture a host of items. These include pins, rivets and nails, strips and bands, and cups, armor, and weapons. All supplies are kept in the store (o). The multifarious tools and pieces of forging equipment needed by the Orcs are made here, in a recursive process.

s. Cramped Passage. From the kitchen area an access hole drops down to this passage which is just four feet square. The wicker gate at the top is bolted and attached to a bronze bell beside the guards who wait at the bottom. It is Very Hard (-20) to avoid ringing the bell when opening the grill. There are two to four Orcs here at all times and the passage is unlit.

t. Harem. Here, younger female Orcs, of breeding age, are kept well guarded and provided sufficient food to live, but little more. Since the proportion of females to males is one to three (a typical ratio among Orcs)—even allowing for the faster, combat-related mortality rate of the males—only specially designated Orc fighters get a monthly visit to the harem. This form of natural selection (a rather extreme example) means that only the fittest Orcs breed. Officers are allowed down here at any time. The room is poorly lit and strewn with old straw and the remains of clothing discarded hastily and sometimes hidden by the females. Among this rubbish can be found a (+5) magical Talisman of Defense (affects RRs and DB) once owned by a Dratul who died during a night of lust.

u. Breeding Chambers. This twin-chambered room is home to non-adult Orcs—imps (Or. "Foshnu") and adolescents (Or. "Dorjabu"). The far cave is devoted to them, while old and pregnant females live and train their young in the nearer chamber.

9.1.3 SMAGOTHRUZ

The Smagothruz (Or. "Little Cave") served as the tribe's first home. It originally housed a small group of lesser Hûnagla Orcs who warred upon one another. When one clan slew the other, they became known as the Skuthrugrai (Or. "Dark-murderers"). This murderous clan spawned the tribe of the same name.

The present occupants of the hold, the Skuthrugrai, discovered copper ore in the cave not long after they killed and ate their brethren. After excavating Storugoruz, they expanded their mining to the north.

a. Entry Passage. A natural fault in the rock has formed a long, narrow crevice that is the entry to the Smagothruz. The crack is dry and the rock smooth; its slant is oblique owing to the way the rocks lie here. The passage leads down quite steeply to a flight of stone stairs (b). There is no door to the passage, but three pit traps, each 12 feet deep, can be triggered by guards at either of two points—beside the traps or in the alcove at the head of the stairs. The alcove also contains planks to allow rapid access over the pits if needed. Four Orcs normally stand guard in the passage (or rather slouch and doze intermittently).

b. Main Stair. This stone stairway twists and turns alarmingly, apparently at random. The depth and direction of the stair is indeterminable since the steps are of different shapes and heights. After descending perhaps 50 or 60 feet, the stairway enters the old pool cave (d) at a point 10 feet above the cavern floor. Another flight of steps descends into the chamber.

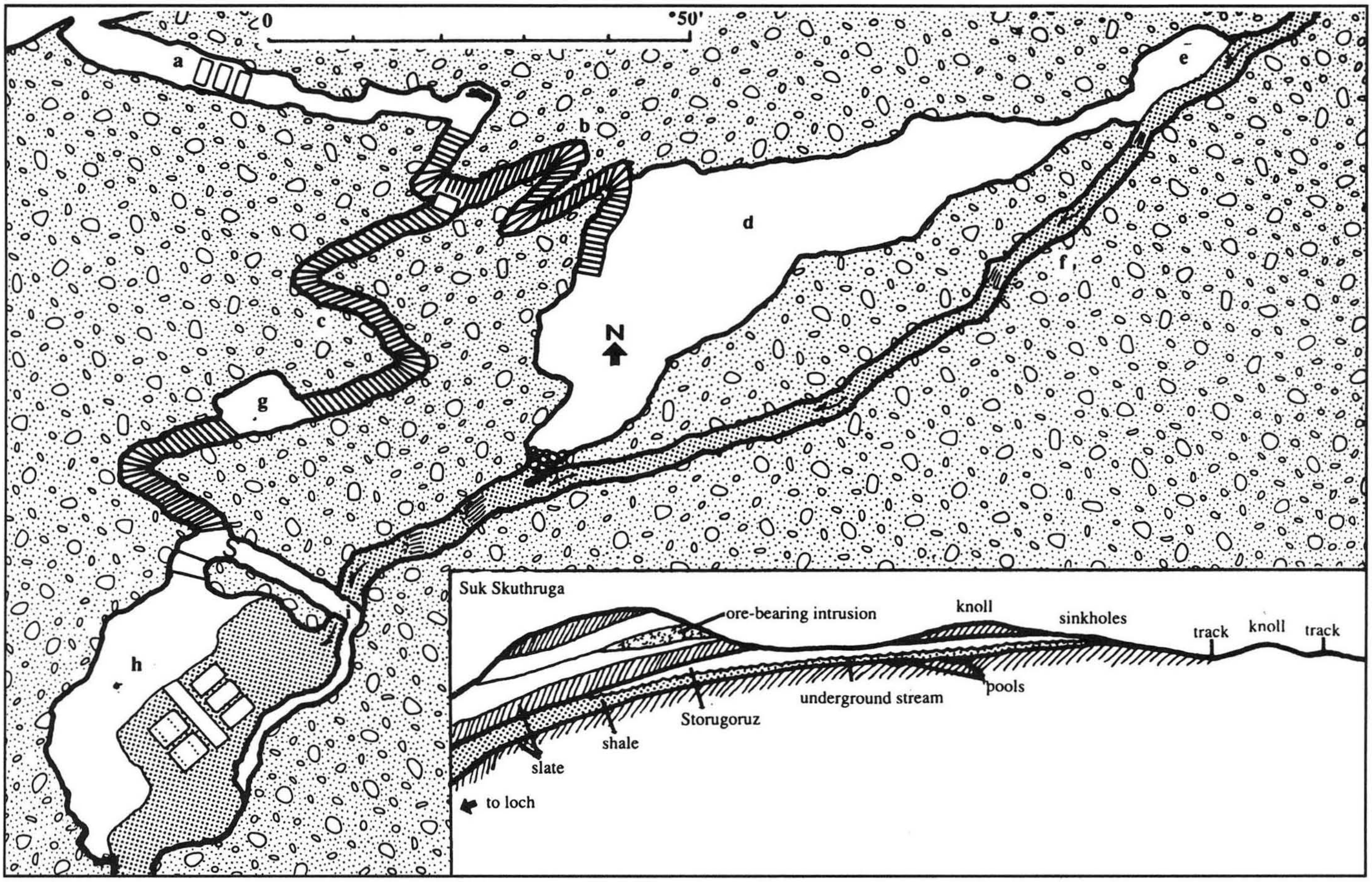
c. Small Stair. This stair is somewhat narrower and more confusing than the Main Stair (b). It descends 75 feet from a small door which is Very Hard (-20) to spot and Hard (-10) to unlock. The stair passes through a small artificial chamber (g) to exit in the new pool cave (l).

> **Note:** *Both stairs are enlargements of complex faults in the rock and were the means by which the original pool caves were discovered.*

d. Old Pool Cave. This rock cavern was eroded from the shale and slates of the bedrock by the action of an underground stream; once it held a large reservoir of water. It is now drained and mostly dry, thanks to the effort of ingenious Orcish engineers. The cave is large (75' long and 10-20' wide) and is home to about 60 Orcs. Piles of rags, hides, and furs line the walls, which, together with hay and dried bracken, form sleeping pallets. Except during sleeping time, the central area is cleared, and Orcs gather to bicker, fight, gamble, drink, and engage in other Orcish activities. Here, younger and greener males of the tribe reside alongside a few semi-outcasts (those not tolerated in Storugoruz). These Orcs have few possessions and, since anything unsecured is invariably stolen, nothing is lying about unclaimed.

e. Store. An underground stream runs along a deeply incised cut on one side of this room, noisily cascading down a narrow conduit hole. The small cave contains supplies of food (less choice than in the main caverns) and other Orcish necessities.

f. Channel. This narrow channel, practically filled by the underground stream, was cut by the Orcs to drain the old pool cave (d). There are a number of cascades, and anyone attempting to maneuver along it from (e) to (h) must make four Very Hard (-20) and one Extremely Hard (-30) climbing maneuvers. One bad slip will send a climber into the swift water and down the drain.



g. Guard Chamber. This small guard room measures just six feet by nine feet. Cut by the Orcs partway down the small stair, it accommodates four special Orc guards that bar the way down to the temple in the new pool cave (h). The guards all have scale armor (AT Ch/15) and are armed with superior (+5) weapons. Each has a loaded crossbow (at hand) and carries a stout short sword. The guards are rotated every three hours to keep them fresh and alert.

h. New Pool Cave. This cave has not been drained, but the area under water has been reduced and a dry platform created by the rubble infilling (taken from the cutting of the stairs and channel). The dark shale walls drip with water and reflect the numerous tiny oil lamps located in seemingly inaccessible nooks all around the cave. The lamps are made from polished copper and fueled by animal fats. Facing the terraced floor area, across the water, is a huge white carving inscribed in the shale. Shaped like a mountain, it is dominated by a large, glowing, red eye. This eye has been known to shoot a "deadly glance" (literally—see (i) below). A pool separates the shore and the stone carving. A floating jetty constructed of log pontoons and some other submerged but connected structures rest in the water. The jetty allows access to two large, wooden, copper-lined tanks on one side of the chamber and three floating racks on the other.

This cave serves as a Skuthrugra temple. All the Orcs are devoted worshippers, but this is due less to a belief in the promises of power and victory that the priests offer, and rather more to the fact that the priest and his acolytes are the sole source of alcohol to the tribe. Through devious processes, they brew up ale (of a sort) in one tank and ferment a fruit liquor in the other. These liquids can be discerned from the shore by their noxious vapours that waft about the room, making the atmosphere quite heady at times. Once prepared, the liquors are decanted into barrels, jugs, and stills as appropriate, concealed behind the thick cloths of the floating racks. The priests use warped spells to hasten the fermentation and decoction processes, then bottle and distribute the end products after services.

i. Secret Passages. A secret stone door, which is Extremely Hard (-30) to detect, is concealed in the lower end of the small stair. The door is tiny—30" x 24"—and gives onto a crawl-way leading over the stream channel and behind the rear wall of the new pool cave. It has three important functions. First, it gives access to the remote oil lamps so that their fuel can be replenished each day. Second, it has holes connected to the stream channel, through which flaming oils, black (or luminescent) dyes, or other things can be dropped, providing special effects for some ceremonies. Finally, it ends behind the eye of the stone face, allowing an acolyte to discharge a small, silent crossbow at any Orc the priest wishes to make an example of. The bolt fired will have a smouldering coal fixed at one end and its tip is coated with a deadly poison (level 9, acts in 1-3 rounds, causing arterial swelling and cessation of blood circulation; if RR made, it merely does 2-20 points of damage).

Smagothruz

9.1.4 TRIBAL ORGANIZATION

The Skuthrugrai are more centralized and strictly hierarchical than the somewhat federated Uruk-kosh. The tribe is led by the Chief or Ashâktur, who is known among the Skuthrugrai by the title of Zotnas. The current holder of this exalted title is Fuqkazam (Or. "The Mighty Pickaxe"), a 10th level warrior. He is a fearsome opponent in battle, wearing green plate armor of magically hardened bronze, and wielding a massive iron pickaxe tipped with a horn taken from a cold-drake by one his even more illustrious ancestors.

The Zotnas is protected by the Orgabu (Or. "Body-guard"), a band of 20 seasoned warriors, all 4th or 3rd level with above-average skills and hits. The common fighting force of the tribe is about 400 warriors and scouts. These are fairly equally divided among four Srûtaru, also known as Grishâktur (Or. "Captains").

Srûtar of the first troop is Skropab (Or. "Adze"), a blunt-faced and cruel Orc with superior intelligence and some awareness of tactics. This has made him favourite of Fuqkazam, despite his status as a 6th level warrior. Skropab has a good relationship with Vorkrôbûl (see below) and carries the Stom-sapat, a beaked axe that has been in the tribe for generations and is revered as a sacred weapon. The axe is bronze inlaid with enamel, mother-of-pearl, and silver, and decorated with feathers, small painted bones, and silver rings.

Second Srûtar is Zoshk (Or. "Bronze"), a hardened fighter of advanced years who is also a skilled weaponsmith. He carries a superb bronze pickaxe he fashioned for his own hand—it is perfectly balanced and gives him +10 OB. Zoshk is a (7th level) warrior with special responsibility for guarding the caves and mines.

Third Srûtar is Nufshak (Or. "Jaw"), an (8th level) scout. He is lean and vicious, with excellent skills in his field. Nufshak organizes patrols and leads frequent small-scale raids. He has two unusual abilities in combat: he can throw a pickaxe to twice the normal range (i.e., base range = 30'); and he can attack without weapons using his formidable fangs, with a +70 Large Bite.

The last Srûtar is kept busy by Fuqkazam training warriors and leading raids, since his enormous physical stature makes him the greatest threat to the Chief's position. This is Kulshodar (Or. "Monster"), a (6th level) Uruk warrior with exceptional strength (St 101), height, and girth. Kulshodar wears mail and hefts a great mattock in both hands; he is practically a Troll.

Under the Srûturu are sergeants or Dratulu. Each Dratul commands a war band of around 20 Orcs, trying to keep them in order and seeing to their morale, provisioning, etc. Dratulu are (3rd to 5th lvl) scouts or warriors (the majority are 4th level).

The other center of power in the tribe is the priesthood. The shaman-priests are worshippers of the Dark and chief among them is the Vûkrôbûl (Or. "Necromancer"). This high-priest usually comes from outside the tribe, since Orcs are limited in their abilities; like most others, Vorkrôbûl (Or. "Mystic") is a Half-orc and a 6th level animist. He wears his long hair tied back, carries a bronze staff of authority, and habitually wears black and purple robes. He knows 6 spell lists.

Under him are four Nîsharbtur (Or. "Servants of the One"): Agrolg, a 3rd level Half-orc animist; Zûm, a (3rd level) scout; Vorb, a (4th level) scout; and Makrolg, a (5th level) scout with some Power and the ability to cast 1st to 3rd level Surface Ways spells. The Nîsharbtur all dress in black and bind strips of leather around their feet.

9.2 THE URUK-LÛGÂT

The Uruk-lûgât are a backward Mountain-orc tribe that occupies the highlands along the northwestern edge of the Ettenmoors. More in thrall to their crazed shaman-leader than to the government of Angmar, they are an undisciplined force. The Orcs of Lûgât hold their shaman in particular reverence, believing him to be gifted with oracular powers which lead them to successful raids against their neighbors. They pay little heed to the Witch-king, except in times of war.

The shaman takes the title or name (it could be considered both) of Lûgât, meaning "vampire" in Orcish. This is generally thought to be because of the blood sacrifices initiated in a shrine on a hilltop about a mile from the tribe's settlements. It is claimed that Lûgât engineered the rise to power of the current Chieftain of the tribe, Brojasht, by strengthening him in his ritual combat against the previous Chieftain. That Chief had sought to curtail Lûgât's activities after Angmar's envoy visiting the area had expressed displeasure. It seemed that Lûgât was stronger than the word of Angmar.

Now the morale of the tribe and the lives of the shaman and Chieftain are subject to the continued preservation of the shrine—and the secret relic it holds. This relic is a vampire's heart, dessicated and withered in the centuries since the First Age when it was slain and buried here by one of the Sons of Feänor; it is now rejuvenated and beating once again with the blood of victims (willing and unwilling). By regularly sharing his blood with the heart, the shaman has gained something of the vampire's powers of foresight.

9.2.1 LÛGÂTA SITES

Settlements

The main tribal center (#1) is a hillfort or stockade (Kala Uruk-lûgât), ringed about with crude defenses. The tribe is not large and not technologically or culturally advanced, and the warriors of the tribe are wild and in general poorly equipped. The stockade, only about 20 years old, was built by Brojasht after his victory over the previous Chief, at the instigation of Lûgât the shaman. Close by are three work camps where the slaves (half Orcs, half Men) are set to many tasks, including lumbering, quarrying, and copper-mining. The work camps are an assortments of old caves and mines into which the slaves are penned at night, as well as crude wooden huts half turfed over, and dugouts (pits with covers of hide on wooden frames, weighted down with stones).

All the settlements are recognizable from a distance by the bitter smoke of many fires and the gashes of their earthworks in the grassy hillsides, the typical debris of untidy Orcs in their own lands. The Orcs have grown somewhat complacent in trusting the oracular powers of thair shaman and do not set lookouts or guards, relying on warnings of an attack to give them time to set an ambush.

Around 200 fighting Orcs, together with females, imps, and slaves, dwell with Brojasht in the main stockade. In each work camp, there are 75-125 slaves and half as many Orcs acting as guards and overseers. Each work camp is responsible for feeding itself and a proportion of the Orcs quartered in the stockade, so residents and slaves also hunt, gather, and tend semi-domesticated goats and boars. If there is likely to be insufficient food in season, the Uruk-lûgât take up their weapons to steal from others.

The Abandoned Settlement (Vûtar Fshat)

The fledgling tribe once dwelt in underground huts at Vûtar Fshat (#2), in the safety of the wood. Now the woodland has overgrown and reclaimed the site, and only the faintest traces of the paths leading to it can be discerned. When Brojasht slew the old Chief, he removed the tribe to higher ground where an imposing fort could be built. He didn't bother to move the stone-carved throne, however, which is a pity, since he missed a hoard of 30 gemstones (each worth 20-70 gp) and a magic knife hidden beneath it (the knife is +10 with Animal Mastery 1/day). The throne room survives intact despite being penetrated by tree roots. It can be reached if one digs straight down or squeezes along a treacherous passage (the chance of collapse is 01-30 each time the passage is used).

Note: *The woods are very thick, and every half hour there is a good chance of an encounter with the Uruk-lûgât.*

Hill-top Cave Shrine

The cave atop this bleak hill is called Garzûgûl (#3). The home of Lûgât, it is also the shrine of the black heart of the vampire. Here, three initiates assist Lûgât in the performance of various horrific rituals and supplications to the heart.

A winding, steep path leads from the stockade to the hilltop. Just below the summit, a stone hut stands over a pit where prisoners are kept; there will be 5-10 here ready to feed the demands of the heart, with four Orc guards rotated on a six-hourly basis. At night, there are regular patrols of 4-6 Orcs (warriors and scouts) around the cave and hill, although they are more likely to run for assistance than stand and challenge anyone they find. There are no patrols during the day but numerous traps are set around the cave, including snares, rockfalls, and poisoned baits.

The entrance to the cave is a narrow vent through which only the shaman and his initiates are allowed to pass; prisoners are bound hand and foot, then dragged from here down a steep, rocky passage into the hill. The passage soon widens so that two may walk abreast, and after about 50 feet it divides in two. The right-hand passage from the fork gets steeper and more slippery, suddenly dropping over 70 feet into an icy pool of water at least 50 feet deep. The pool is fed by underground streams which flow out northwards, into the great dark water called Devoke. Those taking the right-hand passage must make a Hard (-10) maneuver to avoid slipping; and to return up it requires an Extremely Hard (-30) maneuver. Anyone falling in the water must make a Medium (+0) swimming maneuver every turn to stay afloat; those trying to swim downstream out of the underground chamber must make an Absurd (-70) Swimming maneuver.

The left-hand passage from the fork levels off and soon widens into an irregular chamber; here, the initiates make their home with beds of straw, rugs of rough wool, and fleeces. The shaman and his initiates avoid elaborate ceremony and pretense, relying on more basic displays of power and personal authority to ensure the devotion of the tribe. The initiates therefore have few robes or possessions. They dress in dark and bloody colors—black, maroon, scarlet—wearing mail under their robes and carrying heavy jatagans (a short, curved falchion).

Lûgât the shaman has a chamber of his own, an expanded crevice off the passage beyond the initiates' room. Here are stored all his treasures, including a mass of bronze jewelry and ornament (earrings, bangles, breast coverings, anklets, rings, buckles, belts, and so on). There is also a selection of paints for decorating his face and skin. The real treasures include:

— an (+15) iron pall set with rubies and amethysts;

— a narrow, needle-like dagger of horn which is -25 OB but causes Cut Damage I (reversed Cut Repair) on every succesful strike, the wound not healing naturally but only with magic or special herbs; and

— black leather gloves of death which may be worn on any hands and can cast Death's Tale and Stunning once per day each; however, any evil being of 8th level or higher can mentally command the gloves to strangle the wearer—if an RR is made, the gloves will simply fall off and cannot be put on again.

The rising passage twists back and forth once after passing Lûgât's chamber before coming to the final chamber below the summit of the hill. A pyramidal chamber of stone, split, and blackened with soot, rises to perhaps 18 feet in the center, and is up to 28 feet across. Below the highest point hang three bronze chains, suspending three bronze pots, one above the other. The pots are round, with pinched-in necks and broad, sloping lips, each coming to a point at its base. The upper two pots are pierced with intricate rows of holes halfway down the sides.

A large wooden trestle table dominates the center of the chamber. Sacrifices are pinned to the table with bronze staples hammered in over each limb, then careful incisions are made to allow the blood to drain out. Runnels in the table top gather the blood, and the top (with victim attached) is lifted and held by the shaman and initiates so that the blood runs down into the first pot. When the blood reaches the pierced holes, it flows out, down the sides of the vessel and drips into the next bowl, and so on. In this way the blood is purified by substances in the upper bowls before reaching the lowest, suspended over a narrow pit in the chamber's floor, and containing the heart of the vampire through which Power is channeled to the shaman and his cult.

If anyone enters the cave, the shaman and any initiates present (70% chance for each) will fight to the death. No other Orcs will venture into the cave, even under pain of death, for the taboo is too strong. The heart, now revived, has some powers of its own to assist the shaman: (a) Phantasm or the illusory projection of a vampire, for up to 7 minutes; (b) Confusion once every 5 rounds; and (c) a Stun Cloud 10' R once per night.

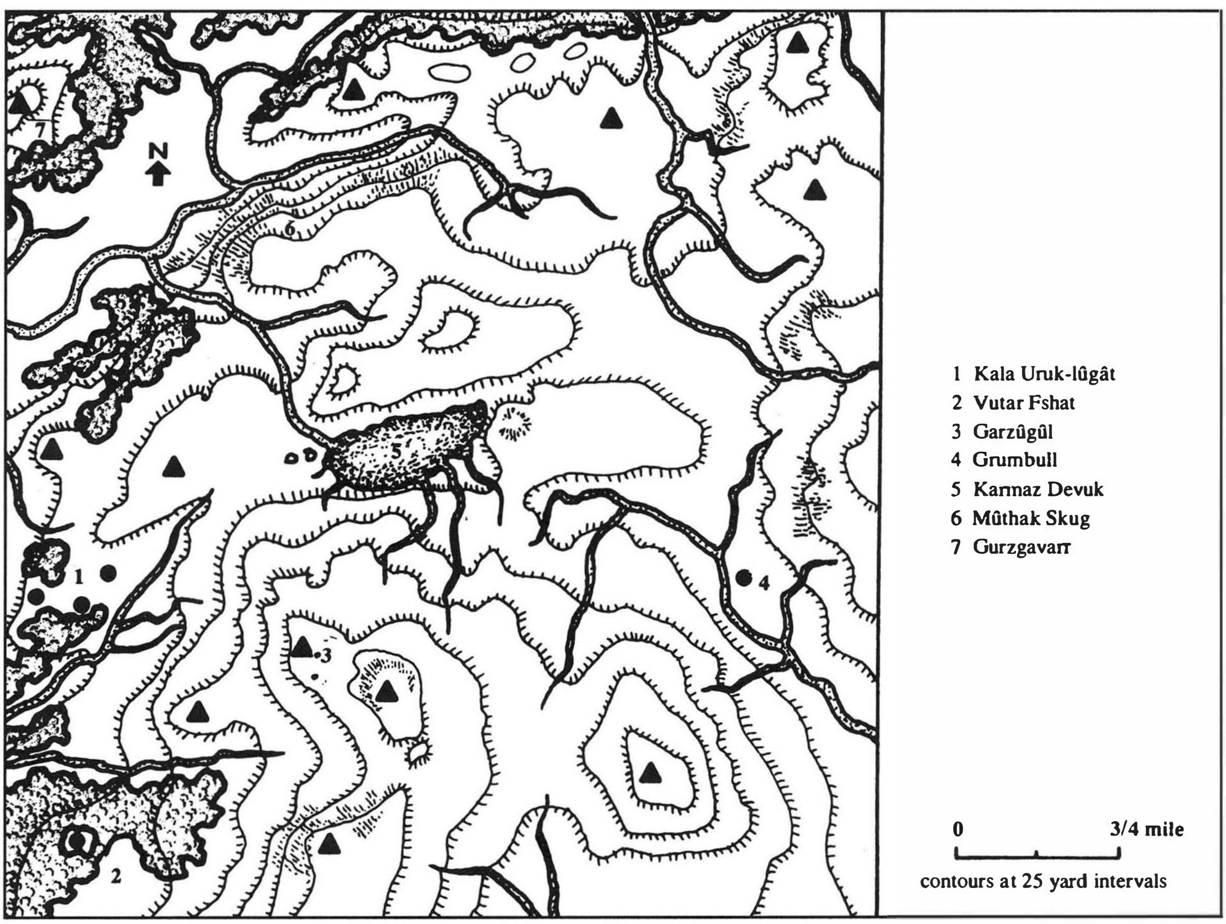
Hollowstone

The Hollowstone (#7) is a natural stone arch left by eccentric faulting in the slate bedrock of a small hill. Many Orcs believe that it is good luck to be the first to pass through the arch after the rising of the full moon, and often fight for the privilege. They call this place "Gurzgavarr."

9.2.2 THE "HAUNTED" SITES

Red Cairn

A large (9' high and 16' broad), reddish cairn (#4) of unknown origin is one of the most mysterious features in the Lûgât territories. Built in the Second Age by Mannish tribes, it rises beside a gushing mountain stream. The pillar is generally shunned by the Orcs, who call the place Grumbull.



Red Cairn is used as a marker by the Great Eagles, who leave signal tokens here to communicate with one another. For example, a feather will mark a particular individual; stuck into a pinecone, it will indicate which forest he has flown to. If the cairn is disturbed, a Lesser Ghost will arise.

DEVOKE WATER (KARMAZ DEVUK)

Devoke Water (#5), or "Karmaz Devuk," is a long, cold, black lake. Its still waters are fed by mountain brooks and underground streams, including one from under Garzûgûl. This pool is also disliked by the Orcs, except as a place for disposing of unwanted rubbish. The fishing is poor. The only inhabitants of the lake are tiny, tasteless creatures called Edling, and gigantic White Powan—powerful, 6' long creatures capable of knocking a fisherman off the bank or upsetting a small boat. Two small stone mounds, apparently cairns, stand close to the stream that drains the lake. They are the remains of huts once inhabited by Eriadoran herders.

CROPPLE EDGE

A dramatic scar, Cropple Edge (Or. "Mûthak Skug") is an outcropping of pale rock (#6) visible from far away. Patches of heather, grass, stone-loving plants, and lichens cover it; streams flow along its base, a few gush over the edge in the floods of spring, making for spectacular, if miniature, waterfalls. The many nooks and crannies are used by birds and reptiles as inaccessible nesting spots (cropple is an Angmarim dialect word for "nest").

9.3 THE URUK-KOSH

The Uruk-kosh reside on the Cold Plain, a volcanic highland bowl situated on the western side of the great pass called Angirith. The winds are bitter in winter, and the air is full of sulphuric fumes. The plentiful streams and pools are filled with hard minerals that leave colorful, crusty deposits over the otherwise bleak landscape.

The Uruk-kosh are one of the more advanced and "civilized" tribes that the Witch-king has been successful at fostering in his relatively new kingdom, forerunners of the massive tribes of Mordor late in the Third Age. They participate in Angmarean trade, contributing goods and obtaining both luxuries and staple supplies in lean times. Somewhat less prone to the wild and inefficient outbursts of the average Orc tribe—costly in terms of manpower and energy—they are better organized to support themselves without resorting to constant raiding. When they do raid, however, the Uruk-kosh are stunningly effective.

The developments of this tribe have come partly through contact with the Witch-king's agents and partly through his effort to spread the blood of the Uruk-hai from Gundabad and Carn Dûm to further outposts. There are perhaps 15 pure Uruk-hai among the Uruk-kosh, but most have some common blood and many are quarter-, half- or even three-quarter breeds. The total population of around 1,000 males (750 of fighting ability), together with females and the young, is divided between three earthwork villages approximately equidistant from the earthwork "palace" of Gûrkrog, the Chief of the Uruk-kosh.

The largest village is also the oldest, settled when the tribe was first driven there. The Witch-king's conquering Orcs drove out and subdued many tribes of the Misty Mountains. The defeated Orcs were allowed to swear fealty to the Witch-king (few have dared to break their oath), and were ordered to make their homes along his new western frontier, so that these least valuable of troops might suffer the first attacks, if any came, from Arthedain; the delay would give him time to organize his forces. Kosh-Madh (Or. "Big Kosh") lies beside marshland on a river often dry in summer and frozen in winter. Directly west is the Shartap-Srûf os (Or. "Palace of the Chief), and trails lead further west to Kosh-Largat (Or. "Far Kosh") among scrubby but thick woodland and north to Kosh-Vor (Or. "North Kosh") in a gap between hills.

9.3.1 LANDS OF THE URUK-KOSH

The Uruk-kosh inhabit a bleak area watered by a single unreliable stream and containing marshes, hills, and woodland. They find the territory ideal for the life they have developed, and it guards them well from attack.

The palace of the Chief is extensive, quartering the elite guard, many of the regular troops, and the shamans of the tribe. There are underground chambers defended by an earthwork rampart and lookout post atop the stone gatehouse. The treasury and main training school for warriors and shamans are also located here.

The three villages, of varying sizes, each have special functions. Big Kosh shelters many potters, carvers, wicker-weavers, and artisans skilled at maintaining the dykes which fence in their homes and guard them against the spring floods from the river. Some of the residents fish or gather water herbs, and the water supplies make it the natural center for brewing for the tribe—an important responsibility! Larzog is head of the village, senior Sub-chief under Gûrkrog.

North Kosh is the second village. Though it houses the fewest weavers and other crafters, North Kosh supports a greater number of hunters and is home to the most skilled artisans. The village is also the home of the tribe's wolf-riders—a number of Wolf-breeding and training pits are located in the village where cubs are broken in and raised. Trûshak is head of the village.

Far Kosh is the newest and smallest of the tribe's settlements. Its inhabitatnts are almost wholly devoted to wicker-working; the burgeoning population was moved here to exploit the better woods and coppices where withies are gathered at dusk each day. The grim-faced and scarred Grolg is head of the village.

The (unnamed) woodland gets denser to the west, especially beyond Far Kosh where the impact of the Orcs' activities is beginning to be felt. It provides good hunting in spring, when deer, hares, and other game are abundant. North of the woodland rises the Shum-curr (Or. "Many Boulders"), the highest hills for some way around. They are named for the many treacherous scree slopes which shift easily underfoot, particularly after a partial thaw in late winter. A large stone cairn atop the nearest peak is haunted by unknown ghosts on the nights of the new moon.

East of the river stretches marsh and then boggy moorland. Most birds have learned to avoid the area, but the fishing still provides the Orcs with a valuable source of food through most of the year. The moorland is less plentiful, and the Orcs are not partial to the little myrtleberries and whyberries which grow from beneath fleshy, dark-leaved bushes in fall. The grassless patches are bogs to be avoided, for they will suck the unwary traveller down with nary a trace. Occasional rocks and boulders stand like uncannily still beasts crouching close to the ground. On their lee side, travellers should look for the byrta lichen, which gives a resistance against cold, thirst, and hunger when chewed.

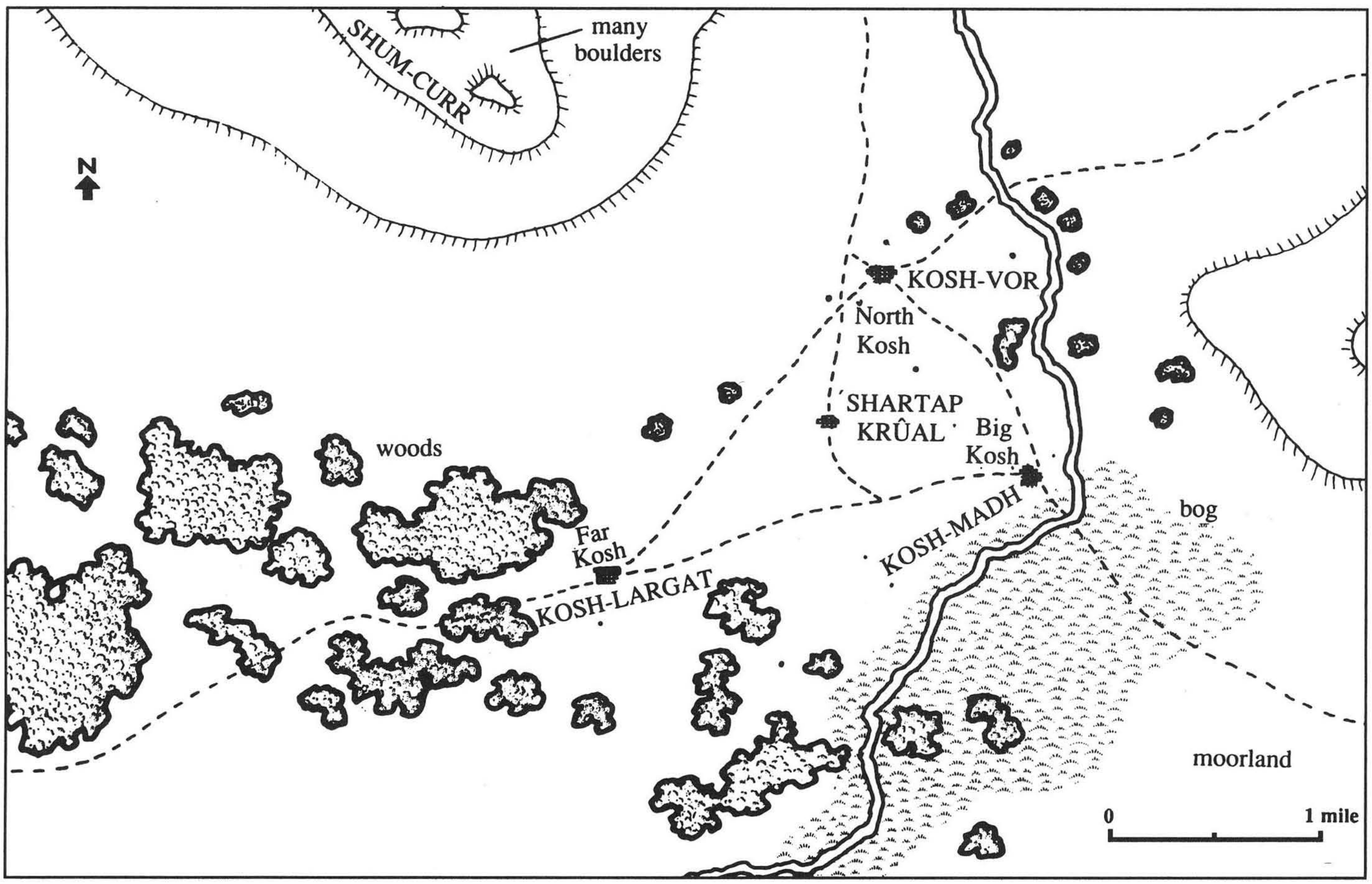
The Villages

The settlements are all similar earthwork villages. While at home, the Orcs occupy themselves with crafting, otherwise they go out raiding. Crafting concerns include wood carving, iron smithing, pottery, and wicker-weaving. The latter is most important for the tribe (and, indeed, they derive their name from it, Uruk-kosh meaning "Basket-tribe" in the Orcish tongue). A plentiful supply of coppice-wood in the area ensures that they have the raw materials to make all sorts of wicker-ware.

The tribe hunts daily for much of its food and often scraps with neighboring tribes over the rights to hunt in certain areas. They have mostly abandoned their old trick of raiding the Angmarim, after a number of increasingly severe punishments meted out by the Witch-king. His emissary now resides permanently in the Chief's palace.

Raiding parties are typically long-range forays south and west with at least 20 and sometimes as many as 50-60 Orcs participating. A raiding party will usually be a mixed group of warriors and scouts; larger parties will always include wolf-riders. Sometimes the wilder wolf-riders mount their own lightning raids against Cardolan's remaining outposts or the Arthadan frontier.

Lands of the Uruk-kosh



9.3.2 SHARTAP-KRÛAL

The palace of the Chief of the Uruk-kosh stands in the middle of Kosha territory. Though it resembles a low hill from a distance, it is actually a covered earthwork village a couple of centuries old. A major track links the palace to the tribal villages. Messengers often travel north and south bearing orders for the Sub-chiefs who are heads of the other settlements. Scattered about within a half-mile radius of the palace are the burnt skeletons of trees. Hanging from timber gibbets interspersed among the trees are the remains of unwanted prisoners and other horrific objects.

1. Track. A worn track in the wiry grass, easily identifiable as Orcish.

2. Entrance. The rounded earthwork banks rise to a height of 10 feet on either side of the entrance track, a muddy path strewn with straw, dung, and refuse. The path winds on between pit-huts half-sunken in the ground. During the day, the entrance is blocked with large trestles supporting tree trunks, backed with wicker hurdles and reed bales. Guards are armed with shtû and lak (spears and shortbows).

3. Guardhouse. The only stone building in the palace, the irregularly shaped single-room house is home to a guard of six to ten Orcs (armed as above). A stair leading from the rear of the house gives access to the tower. The round tower is no more than an enclosed spiral staircase some 40 feet tall, ending on a precarious watch platform (the voshtraum, or "look-out").

4. Lockup. The tribal overseer (the biggest, fattest, and meanest Orc around) keeps discipline here. He is given authority direct from the Chief to mete out punishments to malefactors—flogging, starvation, compression, beating, amputation, branding, and more revolting inflictions. A nasty, narrow shaft forms the end of the line for prisoners (few, if any, are retrieved from its black depths), while others are shackled to stones set into the earthen walls of the main hut.

5. Avenues. Off these muddy avenues are rows of longhouses. These oval, single-roomed dwellings are inhabited by the militia and by slaves of the palace; the least important is placed at the forefront of the settlement's defenses. The longhouses are poorly appointed with some straw for bedding and the odd box of rags where militia Orcs keep their few belongings. These houses are built of mud bricks and roofed with mud-daubed wattle or thatch. The somewhat larger, circular huts which serve as communal kitchens and storage space have sturdier frameworks of timber and chimney holes to let smoke out.

6. Sharbturu's Houses. These small circular houses are accessible only from the central mound, along a corridor from the temple (17). The sharbturu (sing. sharbtur; Or. "servant") are servants of the temple, menial Orcs who have been mutilated (castrated and both tongue and eyelids removed). The small mud houses are shared by four servants who have no belongings of their own and only a few furnishings. Five sharbturu are always present as attendants in the temple.

7. Main Door. The central portion of the palace is entirely subterranean: partly sunk below the level of the ground outside and partly covered by a great thickness of hard-packed earth thrown up by the Orcs from the great dike and ditch which surrounds the compound. The only way in is through the main door, a massive structure set in the sheer earthen bank. Its double wooden doors hang from the solid stone posts topped with a carved lintel stone. The doors are reinforced with bronze plates shaped like leering Orcish faces that are polished to a sheen by the palace slaves. The doors are barred on the inside; a shuttered spyhole penetrates the left-hand doorpost through which the guard within can see anyone wishing to pass within. During the night, the door is typically open to the traffic of messengers and others going about their usual business; four guards keep a watch with a brazier for warmth and low light.

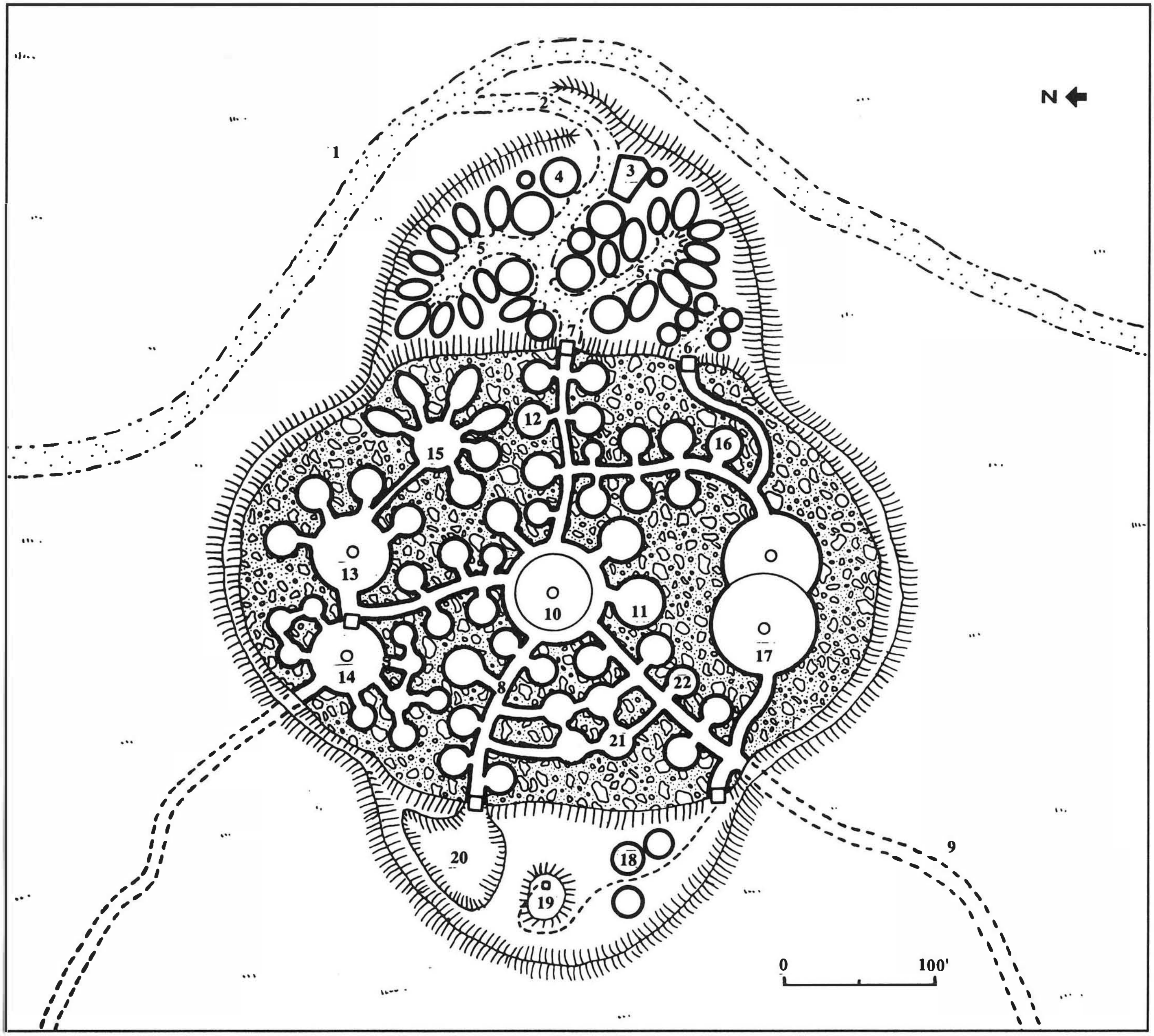
8. Passages. The passages through the mound are made of earth packed with chalk and other smooth stones underfoot. At about eight feet wide and seven feet tall, they allow free access, though side passages narrow in some places. Guttering torches are placed at 50 foot intervals to cast a dim light; they must be replaced every three hours or so.

9. Escape Tunnels. There are two escape tunnels. One leads northeast, leaving the mound by the shamans' quarters (16). All the Orcs know about this underground passage, which continues for half a mile, exiting in a hollow overgrown with scrub, south of Kosh-Vor. The second tunnel is known only to intimates of the Chieftain, and leaves from a secret door in his private chamber (14), continuing southeast and exiting behind a standing stone close to the track to Kosh-Madh.

10. Meeting Chamber. This massive circular chamber (some 40 feet in diameter) is the focus of the palace. A huge tree trunk functions as a central supporting pillar, and the central area is sunken four feet below a five foot wide ledge which runs around the walls. The chamber is used for musters of the Orcish militia and also for entertainments such as snake fights, combats, and prisoner-baiting. The roof is supported by buttresses and beams, from which hang a number of chains, cages, and ropes.

11. Large Rooms. These more imposing chambers are used by the Sub-chiefs and envoys from other tribes or from the Witch-king (see Drangu below for an example). Their walls are faced with wicker, raffia, or woven rattan, and their floors are carpeted with fleecy hides. Small brass lamps hang from bronze brackets, illuminating two or three chests with rugs, pitchers of wine, and other luxury goods seized by raiders. A recess holds a pisspot, and a rack or shelving is provided for spare arms and armor. These four large rooms have lockable doors, and the key being entrusted to the guest, although the Chieftain has a copy and others may exist.

12. Elite Guard Quarters. These four round rooms are placed on either side of the entrance passage leading under the mound from the main door. Twenty of the elite Orc guards are quartered here (five to a room) in relative luxury—the walls are faced with wicker, and a wicker floor is strewn with blankets for sleep. Each guard has a locker for his own possessions, typically some money (2 to 8 gp worth), some liquor, and good arms and armor—their best is not always worn while they are at home. The elite guards' responsibilities include watching the main door and other sentry points.



Shartap-krûal

13. Court Chamber. This large room opens off a passage from the central meeting chamber. Sentries guard the entrance and admit only those permitted by rank or special authority. The court chamber is used for audiences by the Chieftain and to settle disputes between Orcs not already finished by blade or fang. The Chieftain's own brand of justice is meted out here; the preferred sentence is ritual dismemberment. The room is well constructed, with a central post supporting a fan-beam roof and clay lamps for lighting. The walls are panelled with wicker and hung with fabric (crusted with bloodstains in a number of places). The central post has shackles for the confinement of prisoners. Small shelves around the walls display objects advertising the wealth and power of the Chieftain, including captured arms of Dunedain warriors, statues looted from their houses, and skulls of enemy Orcish Chiefs. In pride of place flutters a torn and bloody Elvish banner taken from a band of Silvan Elves from Rivendell seven years ago. Four rooms off the chamber are used by the remainder of the elite guard and for stores; one doubles as a kitchen, supplying all the Chieftain's needs.

14. Chieftain's Chamber. This room is large and opulently furnished; Gûrkrog has determined to live a life of luxury as a reward for earning the Chieftainship the hard way. His predecessor was a tough but unpopular leader appointed by Carn Dûm and maintained by them in power beyond his natural span. The furnishings here include a massive mattress and cloth hangings on all the walls; furs line the floor several layers deep. The entrance door is locked and magically protected (an invisible barrier akin to an Airwall). Four small doors lead off from the room (and two secret doors) to a network of nine personal chambers occupied by the Chieftain's slaves. These include many females (both Orcs and human women) for Gûrkrog is concupiscent.

The rooms also include a robing chamber, an armory, a private torture chamber, and a personal shrine where the Chieftain makes sacrifices to the Dark One. There are many valuable items scattered about (together with others of little or no value, for the Orcs find it hard to discriminate) such as furs, jewelry, gilded ornaments, weapons, armor, boxes, and chests. A few minor magic items are among them, including a dagger hilt with an invisible (poisoned) blade, a figurine of an evil warrior conferring luck (+5 OB) to evil characters, and a potion which when drunk will Remove Curse (at level 12). There are also two traps in case a thief gains entry: an attractive helmet has a concealed spike within coated with an insanity-inducing poison (level 6, works within 15-45 minutes); and an ebony box which acts as counterweight to a spring—when the box is lifted, the spring is released and in unwinding causes a bell to be repeatedly struck; the sound is audible even in the court chamber (13).

15. Treasuries. The loot taken by the tribe in raids is kept for the most part in these six rooms, burrowed into the mound and unfurnished. The treasuries open off a guardroom which is always manned by members of the elite guard, a Troll-guard, and the militia. The heavy wood and iron doors of the treasuries are locked, and the Chieftain holds the only keys. Loot includes foodstuffs, wine, and spirits; arms and armor; coinage; furs, hides, precious woods, and metals; fabric and other manufactured stuffs; and a small store of other, special items not requisitioned by the Chieftain or Sub-chiefs. The treasuries are low and arch-walled, with loot piled haphazardly on either side.

16. Shamans' Quarters. These rooms are simply furnished but typically neater and darker than other rooms of the palace. Three lesser shamans share one room, while Plâzolg has the other to himself. All the walls are hung with black material and the floors covered with black-dyed reed mats. Only the tiniest of lamps provide illumination. When not serving in the temple or sacrificial mound, the shamans retire to their rooms for meditation, seeking the perfection of darkness. The shamans' possessions are few: robes and ornamentation, together with masks and other temple gear, are all stored in black wooden chests or hung on pegs.

17. Black Temple of One-eye. The temple is comprised of two circular chambers joined together; the eastern end is raised a step and forms a full circle; the more important Orcs kneel or prostrate themselves here in worship. On the eastern wall is a door leading out to the sacred area outside the mound. A vast bronze disc is usually suspended in front of this door, painted with black and red to resemble the Lidless Eye of Sauron which the Orcs worship as a symbol of the "deceased" Dark Lord. It hangs on wires and can be raised or lowered with a winch.

The temple is otherwise plain and austere, with walls of black-painted wicker, a paved floor of slate, and a dais of obsidian before the Eye. Small stone caskets to either side hold censers, gongs, and drums used in worship—the ceremony may either strike a chilling fear in the stony hearts of the Orcs or whip them into a furious frenzy. The use of scourges is quite common in either ritual. The shamans have some real Power, but rely on their superior knowledge, oratory skills, and acting to impress their congregation and encourage devotion to the Dark Lord who sees all. They also use botanical and chemical devices to assist them, including drugs which may be burnt to induce mass hallucinations; black oils which burn in lurid colors without heat; a variety of wind and mechanical instruments to produce eerie noises, shrieks, and terrifying rumblings; and lanterns with directable beams to dazzle or pick out individuals.

18. Houses of the Mound Guardians. Behind the central mound of the palace lies a sacred area that is terraced. On the upper portion, a mound is flanked by three huts that house servants and guardians. The huts are all crude, their appointment monastically simple. Only the most devoted sharbturu dwell here to ensure that the mound is not desecrated. All will fight fanatically in its defense.

19. Sacrificial Mound. Nothing grows upon this hemispherical mound; a path of stone slabs winds around it to a massive obsidian block set with four bronze and iron manacles. Ritual sacrifices are held frequently using captured Mannish or Elf prisoners. The victim is bound to the stone and then stripped and degraded before being tortured with fire (torch flames or hot branding irons), water (ice blocks or enforced consumption), earth (stoning), or air (left open to elements for several days). The actual sacrifice is done by the shamans with heavy shpats, like machetes, slowly cutting wounds in the victim and then severing limbs and, finally, the neck. Often the process requires 20 such strokes until the victim dies, and even then the blades do not stop falling until the sacrifice has been cut into many pieces, his blood sprinkled over the watching crowd and his body butchered like a sheep.

20. Viewing Pit. From this lower area, below the sacred terrace, the Orcs watch the spectacle of sacrifice upon the block. The pit is protected by the central mound of the palace and the encircling dike.

21. Harem. The female Orcs (other than those reserved for the Chieftain) are quartered here. The chambers are generally dirty and unkempt, for the Orcs afford their females few comforts and see them only as a means of gratification and as producers of the next generation of warriors. The females have no other function in the palace and perform no duties; indeed, they are rarely allowed out of this small complex of rooms.

22. General Rooms. These rooms are used by the other inhabitants of the palace, including militia officers, the Troll guard, messengers and artisans who look after the palace, the overseers of the slaves, serving staff, and other functionaries. Some are also storerooms for non-valuable items, and others have special uses, such as the infirmary and distillery.

9.3.3 THE URUK-KOSH WAR-HOST

The Uruk-kosh are as advanced militarily as they are culturally. Their equipment is above average for Orcs, of fine iron, wicker, wood, and leather construction. Their principal weapon is the spear, but experienced or exceptionally large warriors use a kûz, or halbard. Scouts and younger warriors brandish the shtû, or spear. Most Uruk-kosh also carry a sidearm such as a shpat (shortsword). When raiding, all Kosha soldiers carry a lak, or shortbow.

The Uruk-kosh typically wear reinforced leather armor and carry a large wooden-framed, wicker shield. Riveted wooden plates reinforce most of their armor, but some older warriors resort use a lamellar armor that protects them like chain mail (but incurs extra -10 maneuver and -5 DB penalties due to the weight and encumbrance of the iron plates added to the leather). Many Kosha scouts wear soft leather armor.

The troops of the tribe are arranged as follows:

Gûrkrog (Chieftain)

Bodyguard Praglag	North Kosh Trûshak	Big Kosh Larzog	Far Kosh Grolg
Elite Guard (30)	Warriors (100)	Warriors (250)	Warriors (100)
Half-troll Guard (15)	Wolf-riders (100)	Scouts (50)	Scouts (50)
	Scouts (50)		

The Elite Guard are all (4th to 6th lvl) warriors, half of them are pure Uruks from Carn Dûm's stock. The Uruk-hai are natural masters of the common Orcs and usually provide the tribe with its leaders. The Kosha Guard is armed with kûz and mail.

The Half-troll (S. Pertorog) guards are all (5th to 7th lvl) warriors assigned to the area in accord with the Witch-king's orders. They answer to no one but Gûrkrog. While providing a powerful status symbol for the the Uruk-kosh and their Chieftain, they occasionally threaten the tribe's false sense of independence. The Pertereg are heavily armed with weapons of their own choice (such as a flail, two-handed sword, or mattock) and wear mail. Fanatically indoctrinated with the will to fight, they are more disciplined and loyal in battle than many of the tribe's own troops.

The 450 warriors of the tribe are as follows:
— one hundred thirty-five 1st lvl warriors;
— one hundred thirty-five 2nd lvl warriors;
— one hundred eighty 3rd lvl warriors;

The 150 scouts of the tribe are as follows:
— thirty-five 1st lvl scouts;
— forty 2nd lvl scouts;
— sixty 3rd lvl scouts;
— fifteen 4th to 6th lvl scouts;

The 100 wolf-riders of Kosh-Vor are as follows:
— thirty 2nd lvl warriors;
— sixty 3rd lvl warriors;
— ten 4th to 6th level warriors;

9.3.4 NOTABLE KOSHA WARRIORS

Gûrkrog is the tribal Chieftain. A 12th level warrior of pure Uruk blood, he was born in the palace where he now reigns. He is an extremely tough and devious opponent who wields his massive kûz as though it were a light javelin. The weapon is, in fact, a tribal relic conferring +10 Ambush skill and doubling all bleeding criticals (quadruple on Elves) for Orcish wielders.

There are four Kosha Sub-chiefs, each entrusted with separate responsibilities. Praglag commands the palace guards and is second in command of all troops. He is a (9th lvl) warrior of common Orc blood, and wields the (+10) ceremonial kûz of the tribe used for the administration of military justice (beheading).

Larzog is of the Uruk-hai. An 8th level warrior, his skin is heavily decorated with tattoos that were inked by a visiting shaman and have awakened the warrior's latent Power (making him an exceptional Orc indeed). Larzog has 8 PP and access to first through third level spells from Surface Harms and Nature's Movement lists. He is the senior Sub-chief and commands the largest regiment, that of Kosh-Madh.

Grolg is the oldest, ugliest, and most cunning of the Sub-chiefs. He is a (9th lvl) scout of Uruk extraction. Very dark in color and highly skilled at silent movement, he is virtually invisible in the dark. Grolg makes a fine assassin.

The most recently appointed Sub-chief is Trûshak (Or. "Thick-head"), leader of the wolf-riders since the unfortunate death of the previous leader in an abortive raid. Trûshak is an 8th level wolf-rider with a very special mount.

The religious leader of the tribe is the strange Plâzolg (Or. "Old-ancestor"), a wily (8th lvl) Half-orc priest. His mastery of mechanical devices and understanding of the lore of alchemy is exceptional. His knowledge and powerful voice enable him to exert a compelling influence on his kinsmen. Gûrkrog is always careful not to antagonize him.

Three shamans also serve the tribe's needs. Mûkojkun is a (5th lvl) Half-orc shaman. His rival is Mûgull, an (4th lvl) Uruk, who seeks to emulate his master and eventually usurp him. Last is Mûkar, an elder of the tribe and a (4th lvl) shaman who enjoys battle and often leads raiding parties on wolf-back.

Two representatives of Angmar live with the tribe. Drangu (Or. "Ogre") is an Angmarean of high blood—a Black Númenórean/Variag crossbreed—and the personal envoy of the Witch-king. He is a (9th lvl) Ranger who owns (+10) magic arms and armor, as well as other interesting possessions. He has 18 PP and knows the Nature's Guises, Nature's Ways, and Surface Ways spell lists.

There is also a spy from Angmar within the Elite Guard, one Illkrûn, an intelligent (5th lvl) Uruk warrior who is skilled in secret methods of communication. He reports on many things kept from the attention of Drangu.

Among the slaves is a young man called Bandir, a Dúnadan noble. The eldest son of Amandir Thanga, Bandir is a (6th lvl) mage with good fighting skills. His father is one of the 56 petty Lords of Arthedain (Thanga-fief is north of the Foros's); bored with his life there, Bandir decided some exploration in the frontier territory might prove exciting and profitable. Instead, he was captured, and now his father will pay a handsome reward to anyone rescuing him.

10.0 ANCIENT SITES

Men occupied northeastern Eriador as early as the late First Age, and there, they found scattered groups of Elves. Those of the Secondborn who befriended their Elven predecessors became known as the "Atani" or "Edain" (sing. "Adan"). These proud tribesmen left few records of their stay, and there are no vast ruins associated with their domains. However, they erected a host of lesser sites, mostly burial mounds, though others are steeped in deeper mystery.

The following descriptions relate to three ancient Elven and Adan sites.

10.1 SONOTOR'S MOUND

Many, many years ago, there lived among the Men of Rhovanion a wise sage, a man of great knowledge and the giver of unparalleled advice to all who came to his door. The name people gave to this man was Sonotor-radayan, which meant in their tongue "Wise-Counsel."

10.1.1 SONOTOR'S PROPHECY

It so happened that one of the Chieftains of the North heard of the talent of Sonotor-radayan. Sending for one of his henchmen, the Lord instructed the warrior to seek out the sage and bring him to the royal court, so that he could receive the best advice and become a King among Men.

After no little journey and many weeks of searching, the henchman came to the shore of a cold lake. He was bundled in furs against the cold north wind, and he had almost reached the end of the supplies packed onto the sled drawn by his horse. By the lake's shore stood the dwelling of the sage, upon a small natural mound, and upon the strand was Sonotor, cutting characters into a tall, flat stone with a sharp iron chisel. The Adan warrior greeted the sage, offering him felicitous greetings from his all-powerful Lord.

"Yes," said Sonotor-radayan. "I know of thy Lord, and of his sending thee for me. But ye may tell him I will not go to his court nor be his servant, even if it is the death of me."

The sage's words made little impression on the warrior.

"If you truly know of my Lord as you claim, then you had best come with me."

"See you here," the sage indicated the stone he carved upon, "can you read the runes?"

The sun fell slanting upon the smooth granite face and the characters engraved thereon. The warrior was not without some rudiments of learning and was able after a time to decipher what the sage had set down. This he read aloud.

"When life's winter comes hastening hither
With footsteps fur-clad
The Bear roars loudly, beware!
His cub comes from the birch
To lure you to his foul lair thither"

The warrior was amazed and not a little disheartened by what he read upon the stone, for obviously the sage was no charlatan. Was his Lord not known to his people as "the Bear," for his ferocity and usual good-naturedness? And did he himself not come from a village close by the Greenwood called Eagduru (after the nearby coppice of silver birches)?

Sonotor-radayan laughed and made a placatory gesture.

"Dost this seem uncanny to thee? Yet think upon it, the many weeks you have been riding in search of this place. Might not another bearing tidings of thee have reached here beforehand and yet travelling no faster, if they knew the better way?

"But I say again, go back to thy Bear-lord and take him my message. Tell him I serve no man, but will offer advice to all, and freely."

Now the warrior had been obliged by his Lord to bring back the sage, and he knew not what fury this insulting and contrary behavior might bring down upon his head. But he was also loath to compel the sage or use force to bring him back, for he knew such men had access to Power capable of cursing him with any strange malignancy such a one desired to inflict. Torn between two unknowns in this way, he determined to entrust himself to the will of his Lord and return empty-handed. Thus, turning his back upon the sage, he departed.

The tale now turns upon the Lord. Knowing his henchman to be neither coward nor liar, he forgave him his timidity in not undertaking to enforce orders given perhaps a little too strictly, but nevertheless desired to have the sage answer his questions and advise him against his enemies. Thus, he got his court together and announced he was to go north and converse with the sage in person, thereby persuading him to enrich the Adan kingdom with his presence.

The warrior led the Chief's party, forgetting the many forebodings he had had on leaving the sage's place. The journey took just two weeks with good horses and supplies gathered along the route by way of tribute to the Chief. When they reached the frozen lake, the Chief alone went forward and his men stood by as he talked to the sage, who still stood beside his stone, carving.

After some time, the warrior saw his Chief become agitated and then draw his sword. The sun flashed off the blade, and the sage stood his ground. As the weapon struck deep into his body, he uttered no sound. Immediately, all the Lord's men rushed to his side and gasped at this deed, even though he reassured them that the sage had neither the time nor the breath to speak a curse. Then the warrior looked on the stone the sage had inscribed during his first visit, and saw that there were more lines than previously.

"Wait," said he, "and hear what the sage wrote but could not say."

"As I will die
Whose time comes
Passing over
The last words
Buried here"

The Lord laughed to hear that the sage had prophesied his own demise, for he held himself blameless and merely the instrument of destiny. The words encouraged him to search the shore for the "last word buried here." Before long, one of his party discovered a wooden tube beneath a stone. The cylinder held a message written on a scroll of vellum. A lettered warrior, the young Adan read the words to his Lord.

"It is a plea for help from a village to the north, menaced by a worm or cold-drake (they know not which). They fear for all their lives. Sire, I know of the village, having passed through it on my travels here some months ago."

The Lord replied:

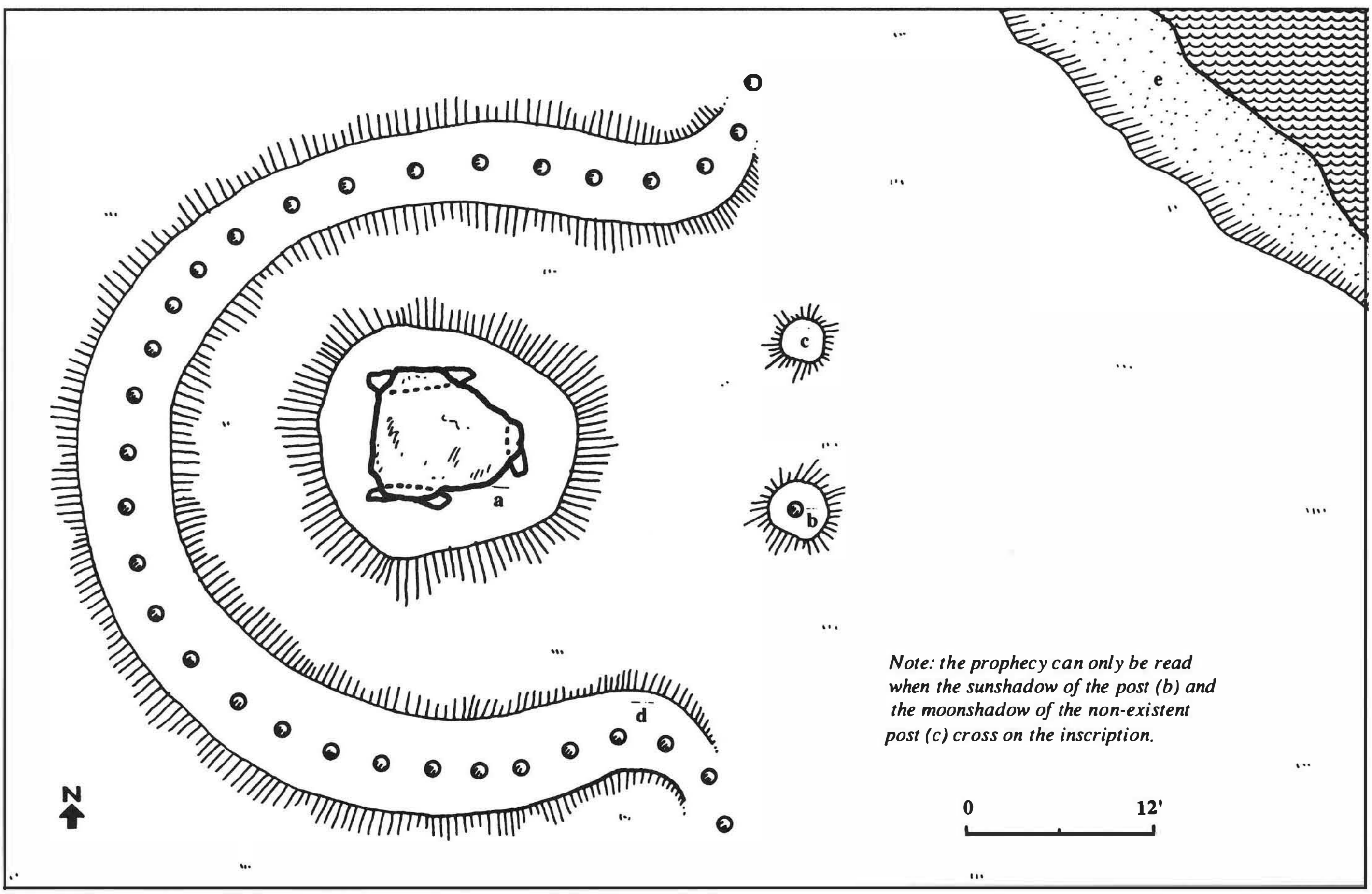
"Then let us go from here and see for ourselves this drake. That will be a more worthy challenge for my sword than this old beggar. At the same time the village will be eager to join my dominion like all those others we have journeyed through, and the beast's hoard will repay me for this trip."

Delighted by these observations, the Lord and his companions made off to the hills north of the lake. They soon came upon the village, where all the houses were blackened and broken. Only wind cried through its streets, for the drake had preceded the Chief. Its tracks were clearly visible leading into high terrain, and there the party followed, coming eventually to the mouth of a cave. The wind, bitter and cold, carried with it storm clouds and now a flurry of snow.

As his men waited out the blizzard in a rock cleft, the Lord took up his sword. Braving the stench of the cave, he entered and sought out the sleeping drake in its lair. His tread, light though it was, woke the beast just before he reached it, and a terrible battle ensued; finally, the Lord, though torn, beaten, and seared by cold breath, staggered out to the waiting arms of his faithful warrior as the victor.

Over the frozen landscape they returned, laden with skins tied up and bulging with all manner of precious loot taken from the drake's hoard. The Chief, though wounded, still walked taller than his comrades. He directed them back to the sage's hut, thinking that the least reward he could give the seer was to inter him honorably. Snow covered the ground and the sun's light was pale and waning fast. Suddenly, a terrible sound—a groaning, creaking, rending sound—tore through the air and split the ice of the lake they had inadvertently wandered over. As the surface broke beneath their feet, the men scrambled

Site of the Prophecy



Note: the prophecy can only be read when the sunshadow of the post (b) and the moonshadow of the non-existent post (c) cross on the inscription.

desperately for the shore. One was left behind—the Chief—weakly grasping for a hold, sliding inexorably into the freezing waters. He vanished, and his precious gold, that treacherously heavy metal, went with him.

The warrior led the rest of the party around the lake's edge to the sage's hut. Beside it, the great carven stone slab caught the last light of the sun's rays as the clouds parted and the red, swollen orb descended behind the rolling hills west. The exhausted Edain saw the hidden runes revealed, and the whole of the sage's last words were apparent. The warrior read them.

"As I will die so will the Bear
Whose time comes with choking pride
Passing over the creaking ice
The last words swallowed by water
Buried here my doom holds all in fear"

10.1.2 THE SITE OF THE PROPHECY

In these later days, the site of Sonotor's prophecy is a small center of worship and devotion, and there is a loosely organised cult devoted to his memory. The place is a sanctuary on the east side of the Misty Mountains from the minions of the Witch-king and represents a potential source of aid for characters allied with the Free Peoples.

Layout

a. Cromlech. This is a stone structure; three upright stone slabs support a massive topstone, also fairly flat. The cromlech is raised on the mound previously occupied by Sonotor's hut, and in which the sage now lies buried. The support stone facing the lake bears the inscription mentioned above, with its hidden runes visible only at sunset. On the rare occasions when the moon rises as the sun sets and their twin lights mingle on the surface of the stone, a third verse of the sage becomes visible (see below).

b. Post. This upright post of ancient timber, set in a stone socket, casts a shadow in the setting sun against the rune stone of the cromlech. Acolytes of the sage set the post to remind them of the hidden message of their mentor. The post is raised on a small mound. Under the socket stone is Sonotor's Horn (see below).

c. Mound. This small overgrown mound was raised in long forgotten days, and none can say why. Excavating the top of the mound will reveal another socket stone, in which a post was once set to indicate when the moon-runes of the sage would be visible. Beneath the stone is Sonotor's Plate (see below).

d. Woodhenge. On an earthen bank stand a curved row of 31 wooden posts. All are old and much weathered, but of a resistant, hard timber. At the equinoxes, the acolytes decorate them with garlands and string lines of woven branches and blossom or fruits from post to post. The henge has no other significance.

e. Lakeshore. A small, steep bank leads down to the gravel shore of the cold lake whose waters took the life of Sonotor's slayer. The lake holds a good stock of fish and round the northern fringes the woodland is fine hunting terrain.

The Moon-runes

The rune stone of the prophecy is widely known in this area, with its magic runes describing the death of a Chief of old called "the Bear." Few know of the moon-runes, however, for their appearance is rare and especially secret. The third verse of the prophecy runs:

"Many year hence I'll live again
To aid the folk hard-pressed
'Neath the posts' feet
Lie my horn and plate
Together they make for evil's bane"

The location of the horn and plate is mentioned above. The horn is an ox horn bound with silver and rings of amber, set with garnets, jet, and agate pieces. It appears to be worth 200-300 gp, but is much more valuable. The bearer of the horn is protected against attacks from evil creatures as if wearing chain armor. A shallow bowl of beaten pewter, bronze, and copper, beautifully etched and engraved, the plate is worth between 100 and 150 gp. The plate protects its holder with a *Protection II* spell (+20 RR, -20 to evil creature's spell attack rolls). However, if someone carries both horn and plate together, the effects are greatly enhanced. As a pair, they:

— protect like +10 plate armor;
— negate half of all criticals (01-50);
— provide magical like a *Protection III* (+/-30) spell;
— enable the bearer to cast *Turnings Organic* 3x/day;
— enable the bearer to cast *Deflections Organic* 3x/day;
— and enable the bearer to cast *Stunnings* per day (at 1x, 2x and 3x his own level respectively).

The area immediately surrounding the cromlech (within the henge) is subject to *Area Protection I* for persons of good intent.

10.2 DAERON'S POOL

"...and passing over the [Blue] Mountains he came into the East of Middle-earth, where for many ages he made lament beside dark waters for Lúthien, daughter of Thingol, most beautiful of all living things."

10.2.1 DAERON'S LAMENT

According to the readings of the lore of the Wise, magic may be found in many things, but the most powerful aspect of all magic is song. Eä itself was conjured from the void by the choir of the Valar inspired by Eru Ilúvatar with the Ainulindalë. And in later days when Men and Elves walked upon Arda and fought against the evil of Morgoth, the Great Enemy, still song proved powerful against the darkness. Yavanna Kementari showed voice and sang for the Two Trees after the desecration of the hallowed mound in Aman, and made them put forth the fruits which became the Sun and the Moon, Anar and Isil. Morgoth himself was enchanted by the songs of Lúthien as he sat upon the throne of Angband, and fell asleep along with all his court, suffering then the loss of one of the Silmarils he had stolen.

Of Lúthien and Daeron

Daeron was minstrel to Thingol and Melian, king and queen of many Elves in the First Age when the Noldor dwelt in Beleriand. Lúthien was their daughter, and the fairest child of either the Firstborn race or the Aftercomers was she. In the wooded glades of Doriath, protected by the Girdle of Melian from Morgoth's creatures, Lúthien danced and sang and played, and often it was to the tunes of Daeron that she danced and his words she sang. Through their musical communion the minstrel conceived a great and deep love for the princess, and he was shattered when fate led a mortal Man, Beren son of Barahir, through the mists of confusion Melian had wrought, to behold Lúthien. For Beren and Lúthien, whom he called Tinúviel, found themselves caught in a love greater than any others have known, crossing far beyond the differences of their race. Lúthien was utterly lost to Daeron and fated to take part in the terrible adventures of Beren. For many years Lúthien wandered far from Doriath, and Daeron went from the kingdom of Thingol seeking her across the wilds of Endor.

The Lament

After many years of fruitless searching, Daeron found a place of stillness and solitude where his broken heart called out for him to stop awhile. High in the Hithaeglir glimmered a remote tarn, a cold, round lake of mirror-calm, and beside the tarn he built a tiny hut of flat stones, and carpeted it with simple mosses. There he dwelt for many years, uncaring and untroubled by the passing of the months, the seasons, and the years. Each day he sat beside the still, dark pool and made lament in a voice which ached with the grief of untold loss. No man came to him, only the squirrels and the birds of the high mountains, and as the sun set he would walk around the bushes and trees close by, gathering food. The years passed and he sang on, finding in his heart he still remembered everything about his love: the way she danced, the ripple of her voice across the forest's rolling hills, the sheen of moonlight in her hair. All this and more, much more, he sang of, putting all his talent and energy and powers into the making of the song, so that it became more than a song—it became a spell, an enchantment of undying love, a memorial to Lúthien preserved forever in the echo of his voice.

10.2.2 THE LAMENT'S LEGACY

The spells woven by the poetry of Daeron linger long after his departure. There are two main effects.

First, the purity of his love and of Lúthien that is embodied in the verses has a disturbing effect on evil creatures. The pool is difficult for them to find and they actively avoid it. The Orcs and Men of Angmar never find their way to it and others with evil in their heart will shun it also.

Second, the jealous passion which led Daeron to betray Beren to his King on a number of occasions has imbued the images he recalled with a strange malignancy and bewitching effect. When the moon rises over the lip of the mountain nearby and shines her light down upon the lake, the image of Lúthien comes, dancing invitingly over the dark waters, and her beauty is such that any beholding the vision must resist her alluring charms or be drawn out onto the lake—into the lake—to dance with her. When Isil sets, Lúthien vanishes. On an overhanging rock above the water a terrible, black figure of grief can be seen, its darkness all-consuming; those that meet its glance are crushed by the weight of emptiness in its lonely eyes and die despairing.

Thus, only Daeron's forlorn and lost love has lasted down the centuries, and the bleakness of his soul when confronted by the generosity and warmth of Lúthien has created a truly eerie and daunting place of power.

NOTE: *Referees may use this site as a safe haven for characters being pursued by minions of Angmar, although they may wish they had stood and fought, come nightfall.*

10.3 ASCARNIL'S PLACE

Ascarnil is an Elf of Imladris, part Noldor, part Silvan in parentage. He is an accomplished, if reckless, ranger (15th level) who operates as Elrond's eyes and ears in Rhudaur and the North.

Ascarnil's Place is a crumbling manse once built and occupied by a Dúnadan Lord of Rhudaur, consisting now mostly of piles of overgrown stones. The manse lies in the north of old Rhudaur and provides the Elf with an ideal base of operations when scouting for signs of the Witch-king's lieutenants.

NOTE: *The plan illustrating the ruins of the manse also shows the original plan of the house and may be used elsewhere in other adventures; for example, as the plan of the house of an Arthadan noble family close to the borders which must be defended.*

Layout of the Ruins

(a) Kitchen. This room has been well preserved. It is partly sunken and has solid stone walls and wide, arched vaults supporting the upper floor that once housed a solarium. The floor has been cleared of rubble, which has been used to block up three of the four exits from the room. In one corner is a rough bed of straw, leaves, and rushes covered with horsehair blankets. Tucked down one side of it is a fine steel dagger.

(b) Blocked Doors. These exits have been effectivly bricked up with loosely-mortared rubble and stones from fallen walls. The doors are not obvious unless closely examined, though, because Ascarnil has encouraged creeping plants to grow over them.

(c) Back Door. The only way into the kitchen is the solid back door. Ascarnil has cast three Lesser Traps spells connected to the ledge above the recessed door so that if the door is touched, a number of small boulders will rain down (delivering a 'B' critical).

(d) Ovens. Hidden behind the iron plates of the oven door is a chest of hard wood, reinforced with brass bands. The chest is locked and Extremely Hard (-30) to pick open. It contains spare dry clothes and a spare weapon. The clothes are extremely fine, silver, grey and green in color, suited to someone 5'9" tall and slight of build. The weapon is a (+10) short sword of very good manufacture, set with emeralds in the hilt and with a superb edge. Beside the chest in the oven is a quiver of 24 fine arrows (for a longbow) and a package holding 24 days' supply of lembas (waybread).

(e) Well. Rather taller, lusher plants mark out the location of the well in the overgrown courtyard. The well is 50 feet deep in total, the water level between 20 and 25 feet below the ground. It still holds fresh, good water.

(f) Store. The store is the only other part of the ruins that still has a whole roof, even though part of the west wall has crumbled away leaving a gaping hole. It will provide a dry resting place for anyone unable to get into the kitchen. However, there is a chance (01-50) of encountering a like-minded animal there.

(g) Kitchen Garden. This was once planted in the traditional Dúnedain manner, and many culinary and medicinal herbs can still be found growing here including Faghiu, Latha, Sha, and Elendil's Basket.

(h) Pool. This pool once held beautiful water plants and colored fish. Now it remains moist thanks to the ancient drainage channels bringing water, but the cracked marble leaks. It is heavily overgrown and home to a water adder whose nasty (4th lvl) poison causes swelling and choking.

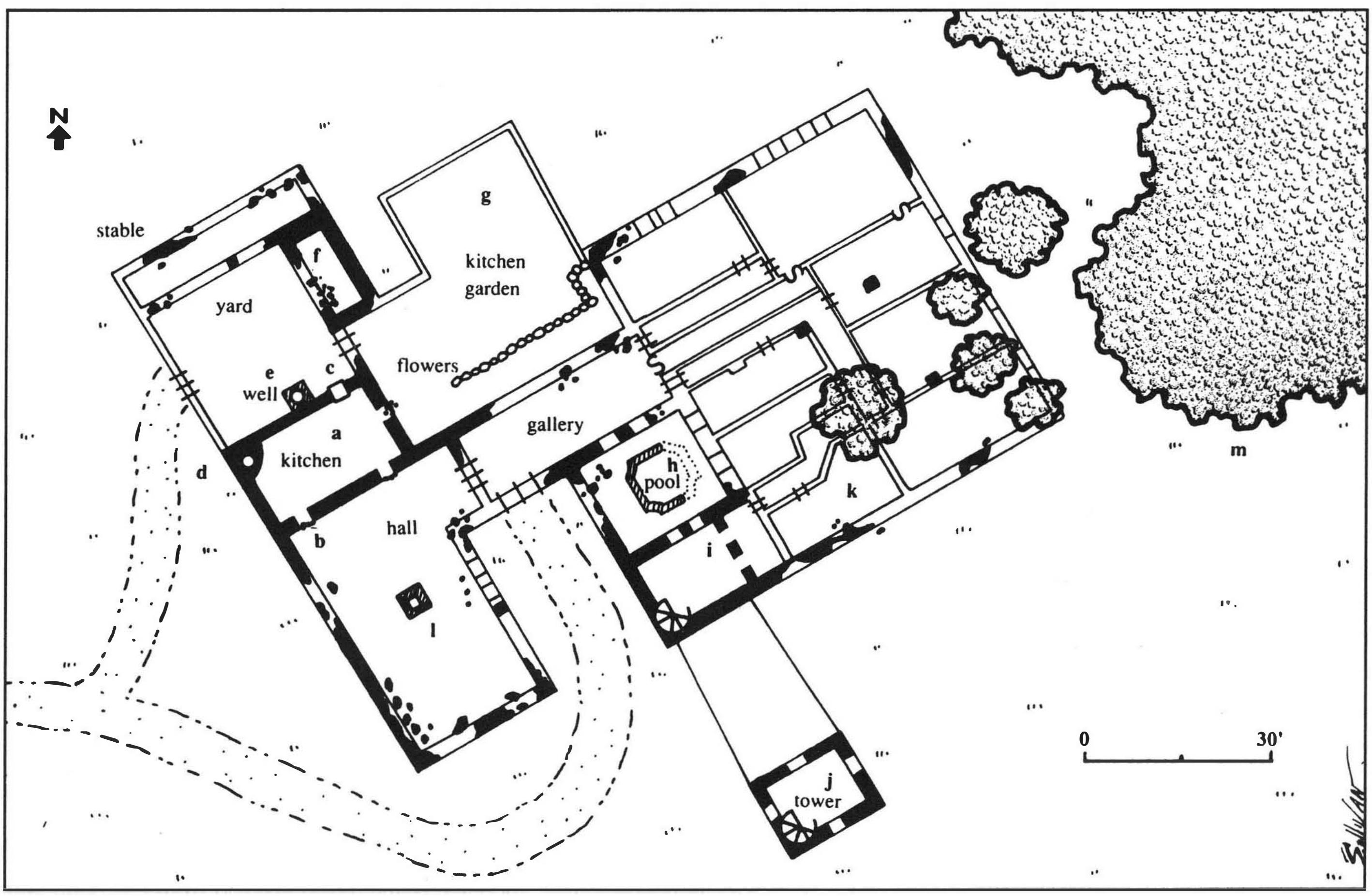
(i) Tower, ground floor. The old dividing wall has crumbled to leave just three walls and a supporting pillar to hold up the tower. However, its walls are the thickest of the manse and the room is otherwise intact. Two windows overlooking the pool have been filled in with stones and rubble by a group of bandits who once occupied the tower after its initial abandonment. A spiral stair in the southwest corner leads up, but is treacherously coated with slimy moss. It is a Hard (-10) maneuver to negotiate them without falling.

(j) Tower, upper floor. The stone floor of the tower is surprisingly sound but the roof has almost completely vanished, torn off in a gale a century ago. Shuttered windows look out in every direction, giving an excellent view of the surroundings. Ascarnil's footprints may be found in the dirt.

(k) Burnt ruins. This room, of indeterminate use, was obviously burnt down. The stonework visible under the undergrowth is blackened and seared. In a pile of rubble lies a peculiar statue, of evil appearance—possibly a mounted Nazgûl. Actually, it is just a clay figurine of a horse and rider, damaged by the heat of the fire.

(l) Hall hearth. The great hall is completely ruined but in the mess of creeping plants, the huge slabs of the hearthstones can still be made out. Under a small cornerstone of the hearth is a steel box. The lock is tiny but if the picker is patient, it is only Medium to pick. Inside lie 30gp and 3 gems worth 2-20gp each.

(m) Woodland. In these trees to the east of the manse live a small group of black ravens. Suspicious (or paranoid) characters might mistake them for gorcrows or crebain of Angmar, spying for the dark lands.



11.0 CAMPAIGN AIDS

This section provides information specifically geared toward helping the GM integrate the material provided in ***Angmar*** into his or her campaign. Rules for generating characters enmeshed in Angmar's military priesthood or born into an Orc tribe, guidelines governing language use, and specific tips for constructing entirely new layouts and adventures are examples of the kind of material included.

11.1 CREATING A *MERP* MILITARY PRIEST

The effective officers of law in Angmar are the military priesthood, a bureaucracy invested with evil powers through their devotion to the Shadow and its representative, the Witch-king. The following rules are to be used for generating characters of the new profession of Military Priest, and should be used to create NPC leaders for encounters in Angmar or with Angmarean raiders.

NOTE: *Rolemaster characters can be created using a similar procedure.*

Basic Requirements

Recruits to the military priesthood are accepted from any background. They are tested and inducted in childhood (typically between the ages of six and eight) and forgo normal adolescent skill development based on their race and culture. All military priests should have a minimum Strength and Intelligence of 60. They may choose Intelligence or Intuition as their Prime Stat.

Training during childhood gives them the following basic skill ranks:

Move—No Armor (1), Rigid Leather (1);
Weapons—1-h Edged (2), Missiles (1), Pole-arms or two-handed (1);
General—Ride (1);
Magic—Read Runes (1), Use Item (1);
Perception (1);
Body Development (2);
Languages (6 ranks).

Background Points

In lieu of Background Points, the recruits get the following additional training. Use the first options if the character's Prime Stat is 90+ (i.e., they have Power Points), the second list otherwise.

First options: Lightning Reactions (+5 DB and OB), a spell list, Black Speech (5), Herbalism secondary skill (5 ranks), Know Cultures/Peoples secondary skill (5 ranks).

Second options: Charismatic (+10 Leadership & Influence), a non-magic +10 weapon, a +1 spell adder or daily spell item, Military Tactics secondary skill (5 ranks), Numeracy & Estimation secondary skill (5 ranks).

Up to two of the items on the list may be substituted for a stat increase as per the **MERP** rules.

Profession Skill Bonuses

The military priest profession encompasses magical and warrior skills and hence has profession bonuses as follows:

+1—Body Development, Perception
+2—Weapon skills, Magical skills

Development Points

The development points used for skill rank increases when a level is gained are divided as follows:

Move/Maneuver (2),
Weapon skills (4),
General skills (1),
Subterfuge skills (1),
Magic skills (2),
Body Development (1),
Languages (1),
Spell lists (3).

Few unsupervised priests leave the seminaries before reaching 3rd level.

Magic

Despite being called priests, the military priests of Angmar are a mixture of animists and mages. They may draw on either Essence (if Ig is Prime Stat) or Channeling (if It is Prime Stat) as their realm of power and may use spell lists with reverse effects (see "Orc Characters"). Referees may also wish to design closed spell lists specifically for the military priests.

11.2 CREATING A *MERP* ORC

Character

The Witch-king can call on a loose confederation of some 12 Orc tribes to do his bidding. Yrch are far flung, living in Angmar, Mount Gundabad, Mount Gram, and in holds in the Misty Mountains. Most are ordinary Orcs who fear the sunlight and are thus of limited use in extended campaigns. Uruk-hai are exceedingly rare and kept in reserve in Carn Dûm for special situations.

All Orcs live in fear of the Necromancer and the Witch-king, a fear which is reinforced by Orcish shamans. When the service of Orcish warriors is required, the Witch-king sends elite Orc messengers or black Trolls to ensure the obedience of the tribes.

Orc characters may be developed according to the conventions of the ***MERP*** rulebook. Alternatively, a more detailed character generation system is outlined below, for those who wish to create PC or NPC Orcs with a little more depth and variety.

Orcish Cultures

Orcs are divided into two main racial groups: the advanced Uruk-hai and the less developed common Orcs. Uruk-hai characters should be developed initially as per ***MERP*** rules, with the choice of the Orcish professions detailed below. Common Orcs are subdivided into five tribal types. Additionally, there will be crossbreeds with part-Uruk, part-Orc parentage; these are designated "Mixed Tribe" Orcs.

Common Orc tribes are partitioned on the basis of their technology and their habitat. On the one hand, there are backward Bronze Age Orc tribes (the majority of Orcs, especially those not under external control), who may inhabit mountains, hills, or plains. Iron Age tribes are more technologically advanced and will inhabit either mountain cave and mine systems or plains camps. In more remote parts of Middle-earth (not Angmar) dwell primitive Stone Age Orc tribes. Their level of cultureis so low as to be practically non-existent; all tribe members share the same tasks, they have no language, no armor, few weapons, and little to recommend them.

The labels "Bronze Age" and "Iron Age" are catagorical only. A Bronze Age tribe may well have access to iron tools even if they do not make the implements themselves. Orcs are well known for their love of fiendish, complicated devices and may be skilled in their making far in advance of the known prehistoric cultures of our world.

Orcish Professions

There are five basic Orcish professions: Warrior and Scout, as defined in the ***MERP*** rulebook; Tracker, Wolf-rider, and Shaman, as defined below.

Trackers are the Orcish equivalent of Rangers (and also have Constitution as a Prime Stat). They do not have access to Ranger spell lists, possessing only the magic-using abilities of Warriors. They are trained to improve their sense of smell, gaining a +5/level bonus to Perception when a scent is to be detected. In addition, a would-be Tracker must spend 1 Background Point on a Special Ability to obtain a +10 bonus to Perception and Tracking.

Wolf-riders act as cavalry for marauding bands, mounted upon any of the numerous species of wolf indigenous to northwestern Endor. Wolf-riders of 6th level or more may sometimes be found riding Scara-gûl, undead wolves who leave no bodies when killed. Would-be Wolf-riders must spend 1 Background Point to obtain a wolf mount and the secondary skill Wolf Care at 2 ranks.

Shaman is the only Orcish spellcasting profession. A Shaman combines knowledge of both realms of Power, although each individual must choose but one to operate in, like any other spellcaster. Their knowedge encompasses evil spells—for example, the reverse of some in the ***MERP*** rulebook, or those of the Evil Mage/Cleric and Sorcerer lists in ***Spell Law***—which may be used to hinder and harm rather than help or heal.

Generating an Orcish Character

An Orc character can be created in the same way as any other. When rolling stats for an NPC Orc (not Uruk-hai or Half-orcs), take the first six rolls including any under 20. Do not reroll these.

Orcish Secondary Skills

The following secondary skills may be acquired by Orc characters. Those marked † are available only to some tribes, depending on their technological level, way of life, and location. Those marked * are described in the ***MERP*** rulebook.

Animal Handling † (It)	Artillery † (Ig)
Brewing (It)	Camouflage (Ig)
Caving * (Ig)	Ceremony/Ritual (Pr)
Command (L&I)	Cooking (Poison Lore) * (It)
Fletching * (Ag)	Foraging * (It)
Gambling * (It)	Knapping † (Ag)
Leather-working * (Ag)	Mining/Prospecting † (It/Ig)
Read & Write	Signaling †* (Ig)
Smithing * (St)	Stone-work (St)
Torture (Pr)	Trap-building * (Ig)
Tumbling †* (Ag)	Tunneling (Ig)
Wicker-work (Ag)	

Background Points

Orcs have 2 Background Points to spend (Half-orcs have 3). These may be used to take a special profession (see above); to take a stat increase or hobby skill ranks (as in ***MERP*** rules); to take the language Black Speech (Zîflas) at Rank 3; or to take a roll on the Orcish Special Abilities Table.

ROLL	SPECIAL ABILITY
01-30	+5 to any one Primary Skill
31-45	+15 to any one Secondary Skill
46-55	Sneak; +10 to Stalk/Hide, +5 to Move/Maneuver No Armor
56-60	Liar; +20 to Influence roll in passing off a lie
61-65	Big +10 Hits and +1 per Body Development roll
66-75	Ugly; -10 Appearance and roll again
76-80	Nostrils; +25 to Perception and Tracking if scent involved
81-85	Prize gain; non-magic item with +5, and +5 special bonus to skill in using it
86-90	Guts; +10 Poison RR, +25 Disease RR, +10 morale checks
91-95	Foulmouth; can curse exceedingly well, +10 Leadership among Orcs and +10 Influence when inciting anger/hatred in others
96-00	Lugholes; big ears get +20 to Perception when listening

ADOLESCENT SKILLS, DEVELOPMENT POINTS, PROFESSION BONUSES

		MERP Rules			Bronze Age			Iron Age			Development Points for Orcish Professions				
	Stat	Orc	Uruk	Half-orc	Mtn	Hills	Plains	Mtn	Plains	MT	Warrior	Scout	Wolf-rider	Shaman	Tracker
Move/Maneuver											3	1	2	1	2
No Armor	Ag	1	1	1	1	1	1	1	1	1					
Soft Leather	Ag	1	1	1	1	1	2	1	1	1					
Rigid Leather	Ag	3	3	3	2	3	2	1	2	2					
Chain	St	2	3	1	1	0	0	3	2	3					
Weapons											5	3	4	2	4
1-H Edged	St	0	4	0	0	0	0	3	1	3	[3]	[1]	[2]		[1]
1-H Concussion	St	3	1	3	3	3	1	1	1	1					
2-Handed	St	0	1	0	0	1	0	1	0	1					
Thrown	Ag	1	1	1	1	0	1	0	1	1					
Missile	Ag	0	1	1	0	1	0	1	1	1					
Pole-arms	St	1	1	0	1	1	3	1	3	1					
General											2	3	4*	1	5
Climb	Ag	1	1	1	2	1	0	1	0	1	[1]	[1]	[2]	[1]	[3]
Ride	It	0	1	0	0	0	0	0	1	1					
Swim	Ag	0	0	0	0	0	1	0	0	0					
Track	Ig	—	—	—	—	—	—	—	—	—					
Subterfuge											2	6	2	3	2
Ambush	—	1	1	1	1	1	1	1	1	1		[2]	[1]	[1]	[1]
Stalk/Hide	Pr	0	0	0	0	0	0	0	0	0					
Pick Locks	Ig	0	0	0	0	0	0	0	1	0					
Disarm Traps	It	0	0	0	0	0	0	1	0	0					
Magical											0	0	0	5	0
Read Runes	Ig	0	0	0	0	0	0	0	0	0				[3]	
Use Items	It	0	0	0	0	0	0	0	0	0					
Spell List	—	—	—	—	—	—	—	—	—	—					
Miscellaneous														3†	
Body Developmt	Co	2	3	2	2	2	2	2	2	3	3	2	3		2
											[2]		[1]		[1]
Perception	It	0	1	0	0	0	0	0	0	1		[3]		[1]	[1]
Prime Stat											St	Ag	It	Pr	Co

*—At least 1 rank in Ride must be taken

†—These Development Points may be applied to either of these skills or Languages.

NOTE: Under the "Professions" section, the first number gives the number of development points to be spent in that category of skills; the number below [in brackets] gives the bonus-per-skill-rank applied to all skills in the category.

NOTE: Mtn = Mountain Tribe; Hills = Hill Tribe; Plains = Plains Tribe; MT = Mixed Tribe.

ORCISH WEAPONS

Weapon	Technology Level	Orcish Name	Modifiers
ONE-HANDED SLASHING			
Broadsword	B,I	Hankshar	B: -5 vs No/SL/RL, -10 vs Ch/Pl
Dagger	S,B,I	Thauk (knife)	-15 vs Ch/Pl
	S,B,I	Kam (short stabber)	-5 vs Ch/Pl, primary critical PU(E)
	B,I	Kurtîl (long, edged)	-15 vs Ch/Pl, secondary critical SL(A)
Handaxe	S	skopar(adze)	-20 OB
	B,I	Skaj	+5 vs Ch/Pl
Scimitar	B	Jatagan	-5 vs No/SL/RL, -25 vs Ch/Pl
	I	Pall (sabre/cutlass)	+5 vs No/SL/RL, -5 vs Ch/Pl
Shortsword	S	Kirras (slasher)	-10 vs RL, -30 vs Ch, -50 vs Pl
	B	Shapat (small sword)	+5 vs No, -15 vs Ch/Pl
	I	Shapat (small sword)	+10 vs No/SL/RL, -10 vs Ch/Pl
Whip	—	Thupar	-10 OB
ONE-HANDED CONCUSSION			
Club	S	Kopak	-10 OB
Mace	B,I	Shakop	
Morning Star	B,I	Rând-maj (heavy-spike)	Fumble 4 (no special effect), B: -5 OB
Net	—	Rrît	Use AT-6, small or medium attack
	B,I	Rrît-maj (net-spike)	Use AT-6, med. attack, sec'y critical PU(A)
Warhammer	S	Kopan (mallet)	-20 OB, Range 15'
	S,B	Shat (mattock)	-5 OB
	B	Kokan (hammer)	+5 vs Ch/Pl
	B,I	Kazamm (pickaxe)	+5 OB
Battle Axe	I	Sapat (axe)	-5 OB (really a woodcutting axe)
Flail	B,I	Vargraf (chain-hitter)	+5 OB, take 'C' critical if fumbled B: 50% snaps on fumble or 'E' critical strike
Quarterstaff	—	—	not used by Orcs
2-handed Sword	I	Nicaj (one-cleaver)	a falchion
	I	Kordh (large sword)	+5 OB, rare
POLE ARMS			
Javelin	S,B,I	Hasht or Hudstî (throw-spear)	S: -20 OB, B: -15 OB, I: -10 OB
Spear	S,B,I	Shatî	S: -15 OB, B: -10 OB, I: -5 OB
Lance		Shatauz	used by Wolf-riders only
Halberd	B,I	Kîz (billhook)	B: -10 OB, I: -5 OB, maximum critical D
		Patarshan (pikestaff)	-10 OB
MISSILE WEAPONS			
Bola	—	—	not used by Orcs
Composite & Long Bow	—	—	not used by Orcs
Crossbow	I	Vogtopa	Range 70'
Shortbow	S	Lak (bow)	Range 50', -20 OB
	B		Range 60', -5 OB
	I	Shagît (arrow)	Range 60'
Sling	S	Flakas	Range 50'

S—Stone Age. Made from knapped flint (strraull) or ground obsidian (zangur). Also includes wooden/bone weapons. Any Orc tribe is capa-ble of making such weapons. All edged 'S' weapons have a 50% chance of blunting on any fumble or critical strike against chain or plate armor.
B—Bronze Age. Made from bronze, a copper/tin alloy. Bronze cannot be made very sharp (hence the greater OB penalties) and is prone to bending—there is a 30% chance any fumble will result in the weapon blunting or bending. All Orc tribes in the Angmar area can make such weapons.
I—Iron Age. Made from crude irons and steels. Iron and steel are heavy, rigid, and can be honed to a fine edge or point. Only advanced Orc tribes can make such weapons.

NOTE: All normal statistics apply to Orcish weapons except where indicated on the table above.

Spell Lists

Orcs have access to a restricted number of the spell lists described in the ***MERP*** rulebook and also to some other spell lists—including the ones which the referee allows from ***Spell Law*** or other sources. Referees may also wish to construct their own Orcish spell lists based on a selection of spells from different lists which suit the nature of Orcish worship and ideals. Spell lists marked † indicate that the reverse list may be used. Referees should determine the exact effects of any reversed spell, especially with regard to range and duration.

—Open Essence Lists (very rarely found): Physical Enhancement, Essence Hand, Illusions, Unbarring Ways, Spell Ways, Essence's Ways, Spirit Mastery, Essence Perceptions.

—Open Channeling Lists (more common): Detection Mastery, Calm Spirits, Sound/Light Ways, Surface Ways, Protections, Spell Defense, Nature's Movement, Nature's Lore.

—Reverse/Evil Essence Lists (Shamans only): Physical Debilitation, Dark Law, Black Fire Law.

—Reverse/Evil Channeling Lists (Shamans only): Quiet/Dark Ways, Surface Harms, Impurifications, Spell Vulnerability, Frenzied Spirits, Blood Letting, Organ Destruction, Bone/Muscle Disintegration, Plant Mastery.

Orcish Weaponry

The Orc tribes possess among them a formidable array of weapons, even if some wielders are not skilled at actually using them. Below are listed the ***MERP*** equivalents for most of these weapons, together with the (common Orcish) name and typical construction materials.

11.3 LANGUAGES IN THE WITCH-KING'S REALM

A great many tongues are spoken within the confines of the kingdom of Angmar. Most of these are tribal dialects of Orcish, a language subject to great bastardization by its speakers, owing as much to their hatred of one another as to their innate stupidity and inability to remember the correct word for an object or an action. Half the Orcish language is composed of various phrases of abuse and curses.

Language Interaction

Gûjâb
(Orkish)

Nalt-gûjâb "High Orkish" — Mos-gûjâb "Middle Orkish" — Ûl-gûjâb "Low Orkish"

Tribal Dialects

Gûjâb, the language from which Nalt-gûjâb, Mos-gûjâb, and Ûl-gûjâb evolved, is not a fully developed tongue. It is spoken between Orcs from tribes whose dialects stem from different branches (e.g., Nalt-gûjâb and Ûl-gûjâb). When neither knows Gûjâb, the speakers can use their own branch languages at 2 ranks lower, or their own dialects at 3 ranks lower. Nalt-gûjâb, Mos-gûjâb, and Ûl-gûjâb are each the mother tongue of a particular branch of the Orcish race and are used for inter-tribal communication. Where they are not known, the speakers can use their own dialects at 2 ranks lower.

There are many dialects of Orkish, and even sub-dialects within large tribes. Such sub-dialects are typically the result of social fragmentation by function; for example, Orcs solely occupied by military tasks will undoubtedly use mostly bastardized Commander's Code—perhaps even Black Speech—vocabulary. Workers engaged in a particular industry will create words suited to the actions and materials of their craft that are unintelligable to others.

Easterlings from different clans face similar difficulties. A Brygath farmer speaking to an Asdriag warrior may use Logathig to communicate at 2 ranks lower, or Brygathig and Asdradja at 3 ranks lower. The same Brygath farmer speaking to a Sagath matriarch will use Reiksfrathi to exchange information, or Brygathig and Sagathig at 2 ranks lower.

Logathig
(Common Easterling)

Reiksfrathig (Northern branch)
- Sagathig
- Gathmarig
- Brygathig

Firasfradja (Southern branch)
- Asdradja
- Odhradja
- Kykurija

Orcish Nomenclature

When referring to themselves, Orcs tend to indulge in rather florid descriptions, especially for the elite fighting units of the tribe. Tribal names can reflect the chieftain's title, the locale of the tribe, the activity for which the tribe is best known, or something else. A few are purely descriptive. Here are some examples, with an attempt at translation.

Thrakburzum	"Darkness-bringers"
Zog-kaprrit	"Bird-catchers"
Askhai	"First-race"
Uruk-zagâvarr	"Burrowing Orcs"
Rêmzôhai	"Copper-miners"
Snagoth	"Slave-tribe"
Lughoth	"Tower-tribe"
Stralhoth	"Flint-tribe"

The names of the fighting units of a tribe are items of almost sacred reverence and pride. Not all tribes have a band worthy of a name, and names can be lost if the reputation of the unit is compromised by cowardly activity or failure. Here are more examples, again translated.

Uruk-tîmorshâm	"Terrible, fearsome Orcs"
Uroth Bartas-ora	"Orcs that Scream like the Wind"
Shendrautsham-thauku	"Bright Knives"
Dîg-tumarr	"Burning Stench"
Uruk-kontrodu	"Orcs that Castrate Dogs"
Uruk-majâkul	"Orcs that Pierce like Ice"
Mûbûs-mûbûllat	"Dark-smothering"
Shatûp-kâmâbu	"Crushing Feet"
Uroth Korr-sulmogu	"Orcs that Advance like Scythes"
Ujâkalsak	"Wolf Fangs"
Ashgîjakshîgogu	"Orcs that Taste Blood First"
Dol-bûtharg	"Sheep-shaggers"
Bagalhaj Kurvbaur	"Dung-eating Whoresons"

Using the Orkish Glossary, it is possible to ascribe new tribal names and regimental titles for tribes designed by the referee. Of course, no glossary of Orkish can be exhaustive and complete, due to the Orkish propensity for creating their own mutually unintelligible dialects. Over time, linguistic drift changes the meanings of core words, eliminates once popular phrases, and adds entirely new syllables. Orkish is a tongue constsantly in flux and rarely internally consistant.

LANGUAGES IN THE REALM OF THE WITCH-KING

Language	Speakers	Other Names	Maximum Spoken Rank	Maximum Written Rank
Common Orkish	any Orc	Or. "Gûjâb"	3	1
High Orcish	mountain Orc tribes	Or. "Nalt-gûjâb"		
Middle Orcish	hill Orc tribes	Or. "Mos-gûjâb"	4	2
Low Orcish	lowland Orc tribes	Or. "Ûl-gûjâb"		
Orc tribal dialects	each particular tribe		4	2
Black Speech	minions of Sauron Angmar army/government Dark priests/mages	Or. "Zîflas" S. "Morbeth"	5	5
Westron	Mannish tribes	S. "Ilbeth"	4 †	4 †
	Orcs, Trolls	Or. "Shîgûjâb"	3	1
Dunael	Dunlendings and descendents	Or. "Zoshgûjâb"	4 (5) *	—
Blarm°	Hillmen (Rhudaurim)		4	2
Logathig	Easterlings, Dorwinrim	W. "Tongue-of-the-People" S. "Beth-i-Rhûn" Or. "Zhurm"	4	4
Sagathig	Sagath tribes		5	5
Asdradja	Asdriag tribes		5	5
Tradesigns	Angmarim, Uruk-Engmair	Or. "Shen-holla"	—	1
Commander's Code	Soldiers of Angmar	Or. "Urdhno"	3 ¥	2 §¥

† No Angmarim generally speak Westron at above rank 4, although some scholars and well-travelled people (e.g. spies!) may attain rank 5.

* No Dunlendings speak Dunael above rank 4 excepting those trained as Bards.

° Dunael speakers can talk in Blarm at 3 ranks below their Dunael rank; they (and anyone else) may of course learn it to higher ranks.

Tribal dialects of this general Easterling tongue reach rank 5, but few individuals would care to express themselves at that level in a "vulgar" tongue. Examples of dialects are given after Logathig on the Table.

§ "Written" Commander's Code includes communication by visual signalling and other signs left for others to read.

¥ Typical infantry troops will learn this to rank 1; only officers learn the Code to higher ranks.

NOTE: Some characters in Angmar will of course know other languages; for example, there may be stolen texts in Sindarin or even Quenya whose content would interest sorcerers. Agents of the Witch-king who travel beyond the realm's borders may speak any of the Rhovanion tongues (e.g., Eothrik, Atliduk or Nahaiduk), Adûnaic, or Labba. The details of languages given here supercede those of the *MERP* rulebook.



Glossary: English to Orkish

A

Above .... mûb
Abyss .... pafund
Acid .... tharb, tharm
Across, over .... tî
Across, athwart .... tarthur
Administration .... mûbarshtaum
Adolescent .... dâjal
Adult .... moshar
Advisor .... kîshaulus
Adze .... skopar
Afar .... larg
After .... mâbas
Aggressive .... sulmus
Agony .... dhaub
Agriculture .... bujûkasî
Air .... kîa
Alarm .... kushtraum
All .... gîth, uk
Alliance .... bashkaum
Allor .... laudh
Ally .... bosnauk
Almighty .... tânfuksham
Alone .... nalt
Also .... dô
Altar .... thoror
Amber .... kolaubar
Ambush .... prauta
Among .... nâdar
Ancester .... stargûsh
Ancient .... motsham
Anger .... zêmaraum
Animal .... dyr
Arch .... kular
Archer .... kalus
Archery .... kalaum
Arena .... lam
Arm, body .... krah
Arm, weapon .... brûlk
Armor .... korrac, kalkan
Army .... ushtar, ushtarak
Arrow .... shaugît
Artillery .... topa
Artisan .... zogtar
Ash .... hî
Assassin .... vrás
At .... na
Attack .... sulmog, inras
Autumn .... vîsht
Avalanche .... rung(al)
Awe .... ponî
Axe .... sapat

B

Baby .... foshnu
Back .... kurrauz
Bad habit .... ovani
Bag .... thos
Bake .... pîk
Bald .... paflok
Band, leather .... rûp
Bank, river .... ana
Bar .... shul, loz
Barb .... môsh
Bark, tree .... lavozâgh
Barley .... olb
Barracks .... kazorm
Barrel .... bukol
Barrow .... suk, kaup-dû
Basin .... logon
Basket .... skort, kosh
Bastinado .... raf
Battering-ram .... krîdash
Battle .... lutaum
Battlefield .... fushjalut
Beacon .... paustar
Beak .... skop, skûp
Beaker .... kolk
Beam, timber .... tra
Bear .... arau
Beard .... mîkar

Beast ... stâz
Beg ... lûp
Be-ahead ... pros kokan
Behind ... prap
Bell ... kumbon
Bellows ... kakok
Below ... nên
Belt ... broz
Bench ... tog
Bent ... parkulun
Berry ... kokar
Beside ... pran
Besiege ... rothog
Beyond ... tî
Big ... madh
Billhook ... kîz
Bind ... dotûrog, krimp
Birch ... blotaz
Bird ... zog, shapênd
Bite ... kafsog
Black ... zau, zî
Blacken ... nixî
Blade ... pros
Bleak ... fatoft
Blind ... vorbat
Blizzard ... pogalm
Blood ... gîjak, blog
Bloodshed ... gîjakûdob
Bloodstained ... pargîjakun
Bloodthirsty ... gîjakpîs
Blow ... frîb
Blue ... kaltart
Boar ... goltur, dorr
Boat ... lundar
Body, person ... trup
Body, mass ... tuf, turm
Bodyguard ... rog-votak
Bog ... mosal
Boil ... zau
Bolt, door ... llôz
Bone ... asht
Boot ... kapuk
Border ... kufî
Boulder ... curr
Bow ... bogi, lak
Brain ... trû
Branch ... dob
Brass ... praunk
Brawl ... bartás
Bread ... buk
Break ... molva, thû
Breed ... rraus
Brew ... zîm
Brick, mud ... korpaus
Bridge ... ur
Bright ... shendrautsham
Brilliant ... skalkîsham
Bring ... thrak
Broad ... gogân
Broadsword ... hanksar
Bronze ... zoshk
Broth ... lang-maush
Brown ... zoshkat
Brute ... shâtaz
Bulge ... bungo
Build ... nûdertog
Bull ... dom, mazát
Burial-ground ... vorroz
Burn ... dîg
Burrow ... zagâvarr
Bury ... vorrog, jargza
Bush ... drûth
Butter ... talûn
Buttock ... hom
By ... afar

C

Cage ... kafáz
Camp ... fushaum
Candle ... kaur
Cap ... kasul
Cape ... bruk
Captain ... krîtar
Carrion ... marsh
Carrion crow ... starkok
Cart ... korn
Carve ... gadûhênd
Caste ... faus
Castle ... kalá
Castration ... trod
Cauldron ... kazan
Cavalry ... kalors
Cave ... shâpol, shâtroful
Cell ... kolauz
Center ... mos
Chain ... varg
Chalk ... shâkumbas
Chamber ... od
Channel, noun ... vî, lug
Channel, verb ... vâjos
Charm ... fal
Chest ... kista
Chief ... krî-krîsur, krûal
Chimney ... oxhak
Circle ... roth
Citadel ... kûtotaz
City ... kûtot
Clan ... fos, bajrak
Clasp, noun ... mûbarthok
Claw ... kâthotar, bukra
Clay ... bot
Cleave ... kâg
Cleft ... kam, kar
Cliff ... shakâmb
Cloak ... potâk, gun
Close ... mûbûll
Cloth ... palhur
Cloud ... ro
Clouded/cloudy ... varanat
Club ... kopak
Coal ... kûmûr
Cock ... gâjol
Cold ... fâtoft
Color ... nâgir
Command, verb ... urdanog
Command, noun ... urdân
Common ... pa-shî
Conclave ... kashaul
Conquer ... sundôg
Conquest ... sundaum
Contest ... mund
Cook ... pîk
Copper ... rêm
Corner ... kând
Country ... dé, tok, trov, krahaun
Court ... oborr
Court, law ... gîkator
Coward ... fraukanak, tutas, zêmarpak, ragur, skraefa
Crack ... plas
Craft ... shakathsî, zog
Craftsman ... zogtar
Crag ... thop
Craggy ... thopausan
Crawl ... ok, zovarr
Crazy ... galin
Creep ... skrigz
Crevasse ... plaskom
Cripple ... ulog
Crossroad ... ûdakrûk
Crow ... sorr, gal
Crucify ... krûksog
Cruel ... mauzur
Crush ... shatûp, marzgi
Cult ... fê, bos
Cup ... zân
Cure ... mîkog
Curse ... bolvag
Cut ... pros, plag

D

Dagger ... thauk, kam, kurtîl
Dark ... mûbûllat, orrat, burz
Darkness ... burzum
Dart ... bauz, shatauz
Dash ... flak
Dawn ... agon, daga
Day ... dautas
Daylight ... draut
Dead ... vâdôkan
Deadly ... vâdôkîprus
Deaf ... shadûr
Death ... vâdôk, gurz
Decay ... prâsog
Deep ... tholl
Deer ... nâdrô
Deer, small ... kaprul
Defecate ... dâhautom
Defecation ... dâhaut
Defense ... mûprogît
Delicacy ... moz
Delve ... garmog
Demolish ... rifa

Demon .... dâgûl, drok, pauzûl
Demoniac .... dâgalûr
Den .... shatrôful, shatrôfûk
Dependent .... haz
Deputy .... zâvandas
Descent .... zâbrât
Destroy .... zâdûk, egur
Dig .... garmog, grafa
Dike, ridge .... lod
Dike, ditch .... vî, hondok
Dim .... mugat
Din .... zurm
Dire .... laug, ûgurz
Dirt .... flauk
Dirty .... onreinn
Disaster .... bolb, dâm
Disease .... samund, langat
Disembowel .... dakog
Disguise, verb .... shatratog
Disguise, noun .... shatragtaum
Dish .... logon, pâjat
Dismember .... koptog
Distant ....largat
Distil .... shakulog
Dog .... hundur, kon
Dome .... kub
Doom ....fund
Door .... dar
Doorway .... dolap
Down .... poshât
Downhill .... taposhât
Dragon ....kûlkodar
Drake .... rosak
Draught .... galtaum
Dread .... dru
Dreadful .... tîmorshâm
Drear ....murg
Drink, verb .... pau
Drink, noun .... pî
Drive .... nâgas
Drive away .... dabog
Drown .... mâbûs
Drug .... shushatus
Drum .... lodar, daul
Dry .... thag
Dull .... mûbûlat
Dumb .... pa-gog
Dung .... bagal
Dungeon .... bauruk
Dusk .... mug
Dust .... pluhûn, ryk
Dwarf .... vok, shakutarbîk
Dwelling .... banôs, banâm

E

Eagle .... shakâpon, shakâb
Ear .... vosh
Earth, soil .... tok
Earth, world .... dha
East .... lînd
Eat .... ha
Edge .... ana, skag
Edible .... nagrânsham
Egg .... vo, voz
Elder .... ma-plâk
Elf .... zan, pakên, karkanzol, golog (Noldo)
Elite .... ta-parat
Emissary .... dargum
Empire .... porandor
Empty .... zabrâz
Enchant .... namat
Enclosure .... thur, thark
End .... fund, mûbaram
Enemy .... armauk
Engineer .... zongot
Enter .... hû-nâ
Entry .... ta-hûm
Ever .... parhor
Evil .... laug(shat), illska
Evil spirit .... ari
Eviscerate .... nixîr, zorrat
Execute .... vâdoksog
Execution .... vâdoksâm
Exile .... margim
Expedition .... fushat
Explode .... palkas
Explosion .... karkât, plasî
Explosive .... plasas, karkîtâs
Eye .... auga, sû

F

Fabric .... palhur, kô
Falcon .... sâkaftor
Fall .... bî
Fanatic .... fotak
Fang .... kâsak, kalsak, kragor, dahâmab
Far .... largat
Farm .... kûflag
Farthest .... mâ-larg
Fast .... shapît
Fat, noun .... ûndur
Fat, adj. .... dajambat
Fear, verb .... drû
Fear, noun .... tîmer
Feast .... gost
Feed .... ushk
Fetter .... prang, haft
Few .... shum, pak
Field .... fûadh
Fill .... mûbush
Filth .... palav
Find .... gimb
Finger .... gaushat
Fir .... brodh
Fire .... zâjar, bal, ghash
Fish .... poshak
Flagon .... bok
Flame .... flak, ghash
Flay .... rîp
Flea .... ploshat
Flesh .... maushat
Flint .... stral
Flog .... fashaukalog
Flood .... robosh
Floor .... trul
Flower .... lûl
Fog .... mîgûl
Food .... kjani
Foot .... kâmâb
Force .... pardahûn
Ford .... kuga, va
Forest .... pûlgoruz pûlmotshâm
Forge .... fark
Fork .... baug
Fornicate .... kurvanog
Forward .... parpara
Foul .... flâgît
Fowl .... shapênd
Fox .... dolpan
Freeze .... nâgrî
Frenzy .... kamordî
Front .... bal
Frost .... fâtofsân
Fruit .... pam
Fungus .... kapurd
Fur .... kâmog
Fury .... tarbâm

G

Gale .... satug
Gallows .... karmangol
Gamble .... los, losug
Game .... losôg
Garrison ....kûtoz
Gash .... gash
Gate .... doraz
Ghastly .... lomorâshâm
Ghost .... angath, lub, mangath,lûgât, gogol, gûl, draugur
Ghoul .... zuzar, haldûp
Giant .... vâgûn
Glacier .... akul
Glare .... akarohûm
Glass .... zahîm
Gloom .... muzug, orsar
Glove .... dorashak
Glow .... kulâmak
Glue .... kaurash
Gnaw .... brogat
Goat .... dagrî
Goblin .... kâpul
Gold .... art
Gong .... daul
Good .... mîr
Gore .... gore
Gorge .... plaksom
Gorse .... forzunk
Gouge .... lûk
Grab .... zâ
Granite .... shakrop

English	Orkish
Grasp	rok, kap
Grass	bar
Grave	vor
Great	fha, mad
Greed	lakîm
Green	balorat, gîlbat
Greenery	gîth
Grey	murg, murm, gra
Grim	mânorshâm
Grind	blûg
Grindstone	gur-maporfas
Grit	zal, zurr
Groan	vatog
Grove	pûlâth
Growl	hungrog
Grub	grub
Gruesome	rakothas
Guard	rog, rogtar
Guide	ûdahok
Gust	pû
Gut	zorr

H

English	Orkish
Hag	shatraug
Hail	broshan
Hair	kaum, flok
Halberd	patarshan
Half	gîsm
Hall	hajât
Hammer	kokan, magath
Hand	dorâm
Hang	vîrr
Hangover	zoza-marz
Hard	gurat
Harm	dâm
Harrass	hrja
Harsh	hazt
Hate	urro, hatur
Hatred	urrogat, illska
Haunt	nîdîk
Hawk	gîrakûn
Hay	bar
Head	kôk, krî
Headman	krîfaus
Heal	mîkog, sharog
Heap	grumbull, tok, tub, turr, kup
Hear	daggog
Heart	zêmar
Heat	naxotas
Heath	lâvadh
Heather	marraun
Heavy	rând
Hedgehog	urauk
Hell	skator
Helmet	parkronar
Helper	gagna
Herald	kasnok
Herb	baraushat
Herd	graug, tuf
Here	katû
Hide	mûshof
High, adj.	nalt
High, suffix	hai
Hill	kodar, suk
Hillock	kodraun, kodraz
Hit	bî, rraf, hogg
Hoard	grûmbull
Hog	dorût
Hold/held	mâbaj, rrok
Hole	vraum, baur
Hollow	grop, zhavarr
Holly	prrall
Home	votar
Honey	mâgalt
Hoof	thundar
Hook	grop, krab, gank
Horn	brî
Horrible	tîmorshâm, nagîthas
Horror	shêmat
Horse	kal
Hot	nazot
Hour	sahat
House	shatap
Howl	ulurî
Huge	stor
Hunger	û
Hunt	gajûp
Hunter	gajutar
Hurl	flak, hûd
Hurt	daumab, skagza
Hut	kasol

I

English	Orkish
Ice	âkul
Imp	dagalush
In	na
Infant	foshân
Infantry	kâmbasor
Inner	votauk
Insect	vîz
Insult	fîgû
Insulting	fîs
Invention	shapauk
Iron	hokur, jarn, ong
Island	ugadhol
Ivory	fauldush

J

English	Orkish
Jagged	thopur
Jar	vorb
Jaw	nóful, korlash
Jeer	parkosh, parkol
Jewel	zâhovar
Jug	kanat

K

English	Orkish
Kettle	kus
Key	kolos
Kick	shakolam
Kill	vras, mâbûs, drep(a)
Knife	thauk, hnifur
Knight	bujar

L

English	Orkish
Labor	pun
Lack	ekla
Ladder	shakalaz
Lake	karmaz
Lame	haltz
Lance	shatauz, hoshat
Land	tok
Lantern	fanar
Lash	frúshkul
Last	fundaut, mabrâm
Lazy	lug
Lead	lapus
Leaf	flot
League	zabîslaw
Leaper	shiruk
Leather	lakur
Ledge	buz
Left	majât
Leg	kâmb, shal
Legend	pral
Leper	zigîbanauk
Lie	rêg
Light	draut
Lion	lâtagû
Liquor	ambor
Little	vogal, sma
Living	gâjal
Lock	brav
Log	kung, karkû
Long	gûjat
Look-out	voshatraum
Lord	goth, zot
Loud	zânalt
Low	ûl
Luck	shorat
Lump	lâmosh
Lure	nûdîl
Lust	opash, vosû
Lustful	voskor, opashum

M

English	Orkish
Mace	shakop
Mad	trênot
Magical	laga
Maiden	vajâz
Maim	gîmtog
Make	bâj
Malice	illfysi
Mallet	kopan
Man	najor, bur
Manure	aburzgur

Many ... shum
Mark ... shon
Marked ... shanûm
Market ... trog
Marksman ... pushaktar
Marsh ... mokal
Massacre, verb ... thor
Massive ... valaumshâm
Master ... goth, zot
Mate, noun ... shok
Mattock ... shat
Maze ... humbor
Meal ... gîl
Meat ... maush
Melt ... shakrîg
Mercenary ... pagamarras
Mercury ... zahuv
Metal ... madom
Middle ... mos
Midnight ... mosnat
Milk ... kumashat
Mind ... hugi
Mine ... zô
Minstrel ... kângtar
Mire ... balt, losh
Miserable ... vesall
Mist ... mîgul
Moan ... gîmog
Mole ... urauth
Molten ... shakraum
Money ... par, hola
Monster ... katalâ, kulshodar, flagz
Monstrous ... pakon
Moon ... hân
Moonlight ... drautrân
Moor ... bîshûk
More ... mâ
Morning ... mang
Morsel ... kjani
Mortar ... shator, aurok
Mould ... mûk
Mound ... tok, turr
Mountain ... mal
Mouth ... goj
Muck ... bajaga
Mud ... balt
Murderer ... thrug
Murderers ... thrugrim
Mushroom ... kapurd
Music ... kâng, kângtaum
Mute ... pagoj
Mystic ... vogaumtar, ândartar

N

Nail ... gozad, nagli
Narrow ... nagushat
Nasty ... korût
Nation ... komab
Nausea ... velgja
Near ... afar
Neck ... kadaf
Necklace ... gîrdan
Necromancer ... par-vadokunaut
Necromancy ... dî-vadokunvot
Needle ... gîlpân
Neighbour ... fûkî
Nest ... kordh
Net, verb ... kaprît
Never ... kurr
New ... rau
Newly ... raushatas
Night ... burz, nat
Nightshade ... madargon
Noise ... zhurm
Noisy ... zhurmat
Nomad ... shatogtar
Noon ... mosdaut
North ... vor, voraut
Nose ... hund
Notch ... gadhê
Nothing ... asgâjâ
Numb ... dofna
Nut ... ar, kokar

O

Oak ... dushak
Oats ... tarshan
Obscenity ... nadoht
Occult ... fashoht
Offal ... gahuta
Official ... zûrtar
Ogre ... drangu
Oil ... voj, vaj
Old ... vîtar, plak
Old man ... sharku
On ... mab, parmab
One ... ash, nî
Open ... hap, kaul
Orb ... top, shuk
Orc ... Uruk, snaga
Orgy ... shafrênaum
Out ... jashat
Outlaw ... arataus
Oven ... furr
Owl ... kukumak
Ox ... ka

P

Pain ... daumab, hrizg
Pale ... zaboht
Pan ... taugan, kus
Panic ... lomor
Parent ... paraund
Pass ... kaf
Path ... shatog, rrug
Pattern ... lajîl
Paving ... pîlak
Peak ... drop, thop
Peat ... torb
Peg ... hûth
People ... hai
Person ... vot
Perversion ... mûbrapshat
Pest ... shataz
Pewter ... kalaj
Phantom ... lub, lugât
Pick(axe) ... kazam
Pickle ... tursh
Pig ... thî, gris
Pigeon ... plumub
Pikestaff ... patarshan
Pillage ... plakaut
Pillar ... shatûl
Pimple ... kolbîs
Pin ... gîlpân
Pincers ... dan
Pine ... paush, brodh
Pinnacle ... kulm, thop
Piss ... shurr
Pit ... grop
Pitch ... sor
Pitfall ... kurth
Pitiful ... bag
Place ... vênd
Plague ... murtag
Plains ... rafshat
Plank ... drras, dhog
Plant ... baum
Plough ... parmênd
Pluck ... kapus
Plunder ... plakis
Poison, noun ... holm, eitur
Poison, verb ... holmoj, eiturir
Pond ... hurdh, polog
Pony ... kalush
Pool ... laukan
Portal ... hûm
Portcullis ... traun-zabraut
Pot (large) ... shatâmûb
Pouch ... kulot
Poultry ... shapêz
Pounce ... varsulom
Power ... fuk, orka
Powerful ... fukaush mattugur
Pray ... lutom
Preserve ... ruj, mûbaj
Prey ... gûjah
Pride ... mîburr
Prison ... burg
Protect ... maprog
Pull ... hoq
Pulses ... groshat
Pump ... tulumub
Punch ... grushat
Punish ... danoj
Purple ... vajolk
Pus ... golb
Push ... shatîg

Q

Quagmire ... lom, lum, dy(s)
Quail ... shûkurtaz
Quarry ... guror, grroll
Queen ... mabrotnosh

R

Rabbit .... kunol
Rack .... grazadh
Rag .... lock, rrock
Rage .... tarbohom, shafrohom, gnyja
Ragged .... zholan, lockaman
Raid .... sulmog
Rain .... shau
Ram .... dash
Rampart .... maprojit
Ransom .... shaparbalaum
Rape .... rramab
Raven .... korb
Ravine .... plaskom
Raw .... papîg
Raze .... shoshog
Reap .... korr
Rear .... prapsam
Rebel .... karîngrautas
Recess .... skut
Recreation .... klodh
Red .... kukû, raugz
Reduce .... voglog
Reed .... zungath
Refuge .... stroh
Reign .... mabrotnog
Relic .... mabotun
Repel .... shaporr
Reptile .... shatarpî
Revel .... dafar
Revenge .... shapag, hak
Revile .... skamma
Rib .... braun
Rich .... pasun
Ride .... bartom
Ridge .... varg
Right .... dath
Rim .... ana, buz
Ring, verb .... bî
Ring, noun .... nazg, unaz
Ringwraith .... nazgûl
Riot .... rramug
Rip .... shakîrr
Rise .... nagraufom
Rite .... kromtaum
Ritual .... kaushatar
River .... lum
Road .... rrug, ud
Roar .... bukot
Roast .... pîk
Robber .... raendi
Robe .... potak
Rock .... shakâmûb
Rod .... purtok, loz
Roof .... pulaz
Room .... od
Root .... rânaz
Rope .... gâjalm, lautar
Rouge .... kaugzi
Rot .... kalbasaun
Rough .... ashpar
Rude .... okurt
Ruin, noun .... garmadh
Ruin, verb .... shakatrog
Rule .... durb, zotnog
Run .... vrapog, rênd
Runner .... rêndas
Rut .... vî

S

Sack .... thos
Sacrifice .... flî
Saddle .... shal
Salt .... kraup
Sand .... rar, shurr
Saw, noun .... sharr
Scabbard .... klaf
Scar .... nûjol
Scimitar .... jatagan, pal
Scold .... skamma
Scout .... gîrmus
Scrap .... cop
Scream .... bartas
Screech .... karkas
Scroll .... lâmosh
Scrub, noun .... shakurr
Sea .... dot
Season .... staun
Secret .... jîshotasaun
See .... shof
Seed .... far
Sergeant .... rroshatar, drartul
Serpent .... gâjarpan
Servant .... sharbtur
Shade .... hî
Shadow .... hî
Shallow .... gokat, skugga
Sharp .... mûproft
Shave .... rruj
Shear .... koh
Sheep .... dd
Shell .... l avar
Shield .... skût
Shine .... shakalakog
Ship .... lundar
Shoot .... kallog
Shout .... bartás, kjaftur
Shovel .... lopat, kag
Shriek .... sokalî
Shut .... mabûll[um]
Sick .... samund, sjuk
Siege .... shatorothaum
Sight .... pam
Sign .... shen
Silence .... hoshat
Silver .... zûbardh
Sing .... kandog
Sink .... mîbûs
Sit .... rrau
Skull .... rrashat, kafak, rum
Sky .... kîl
Slash, verb .... krîr
Slash, noun .... krîrog
Slate .... pafûk
Slave .... snaga
Slay .... vûras
Sledge .... kolosh
Sleep, verb .... flo
Sleep, noun .... gajum
Sling .... flakas
Slippery .... hal
Small .... vogal
Smell .... marr-ora
Smoke .... tûm
Smoky .... tûmat
Snake .... gajarpan
Snap .... kapus
Snare .... kurth, lak, grak
Sneak .... vaudhom
Snot .... kûrr
Snow .... bor
Snowstorm .... shatargatbor
Soak .... gull
Sodomy .... bûtharog
Soil .... tok
Soldier .... ushatar, Uruk
Son .... baur
Soot .... bloz
Sound .... zâ
Sour .... tharbat
South .... jug
Sow .... dos
Spark .... staukî
Speak .... flas
Spear .... patarshan, hashat, shatî
Speech .... ta-folun
Spew .... vîl[un]
Spice .... bulmos
Spider .... moraumang
Spike .... thumb, maj
Spirit .... frûm
Spit .... pûshatîg
Spoil .... praush
Sport .... dafrim
Spring, noun .... prandavor
Spur .... mamuz
Spy .... vozagog, njoshari
Squat .... huka
Squeak .... kîs
Squirrel .... kautar
Staff .... shakop
Stag .... drê
Stagnant .... ámul
Stair .... shakal
Stalactite .... hoj-gur
Stalagmite .... rumab-gur
Star .... ûlûrag, vir
Stare .... gon(a)
Statue .... pomon[dog]
Steal .... vîdûl

Steam .... ávul
Steel .... golnauk
Step .... prak
Stew .... jan
Stick, verb .... nûgîs
Stile .... kapargîl
Sting .... thumbog, kafshog
Stitch .... krop
Stockade .... prauta
Stomach .... lugûth
Stone .... gur
Stonemason .... gurgêndas
Stony .... gurat
Stop .... nâdal
Store .... hambar, mabaj
Storm .... shatargat furtun, stuh, tufan
Straight .... drît
Strangle .... mûbûs
Strap .... rûs
Straw .... kashat
Stream .... lumvogal, rak, pru
Strong .... fukisham, ofl(s)
Stronghold .... kala
Stump .... karkû
Stun .... hutog
Stupid .... marr
Subdue .... pushtog
Sun .... dîl
Sunlight .... drautdîl
Surrender .... dorzog
Swan .... mîlom
Swarm .... kraun
Swarthy .... zoshakan
Swear .... malkog
Sweet .... âmbal
Swell .... frîjat
Swill .... shaplag
Swim .... notog
Swine .... dorr
Swing .... lakund, luj
Sword .... shapat, kordh hanhar
Swordsman .... kordatar
Syphilis .... frangîz

T

Table .... trîz
Tail .... baushat
Take .... marr
Talisman .... hajmalî
Tall .... gajat, nalt
Tallow .... kajam, ûndûr
Talon .... krûpû
Tar .... katran
Target .... kak, kalaum
Taste .... shîgog
Tattoo, verb .... larzog
Tattoo, noun .... larzaum
Tear .... karg, graus
Tempest .... murlât
Temple .... hînor, faltor
Tent .... kadar
Terrible .... tîmorshâm
Terrify .... trêmab, tîmorog
Terrifying .... tîmorshâm, trêmabshâm
Territory .... trov
Terror .... tîmor, trêmab, ognir
That .... alag, ajog
Them .... tul
There .... at, atîgat
Thick .... trash
Thicket .... shakurr
Thief .... vajodhar
Thin .... hol
Thirst .... otûgat
Thirsty .... otûsham
Thorn .... gâjêmab, gaddur
Throat .... fût
Throne .... solî
Throw .... hodh, hudh, kasta
Thrust .... shatî
Thug .... zuzar
Thumb .... pulkîr
Thunder .... bumbullaum
Tight .... pausûk
Timber .... drû
Time .... koh
Tin .... kalag
Tithe .... dhît
Tongue .... gûjâb
Tool .... vegal
Tooth .... dhâmab
Top .... maj
Torch .... paushatar
Torment .... nûgakmog
Torrent .... sho
Torture .... mundog
Totem .... stom, naushan
Touch .... prok
Tower .... lug, kul
Town .... ûtot
Track/trail .... gâjîrm
Trap .... kurth, lak, grack
Trapdoor .... katraf
Tree .... drû, laus
Trench .... hondok, logor
Troll .... Olog
Trolley .... korroz
Troll woman .... skessa
Tunnel .... lagam
Twist .... pardrogat, lakog
Tyrant .... mundus

U

Ugly .... shêmatut, gâjûmat
Under .... nan, nên
Undergrowth .... karth[î], safaka
Underneath .... poshat
Up .... nalt
Upland .... boshok
Upon .... mûbî

V

Vale .... lugaun
Valley .... gropor
Vampire .... lûgât, kûkûdât
Vast .... pamas
Vat .... taun
Vegetable .... baraushat, zarzavât
Venom .... farmak, varazâdî
Vent .... fût
Very .... shum
Vessel .... mûbajât
Victor .... mundas
View .... pamaj
Vile .... nûdît
Village .... katund, fashat
Violate .... conog
Violet .... manushak
Voice .... zâ
Volley .... batar
Vulture .... gâjûp, hut

W

Wagon .... krogor
Wail .... ulurîjât
Wall .... kûthaus
War .... lufût, strigz
Warfare .... lufûtaum
Warlord .... zotan-lufûtatar
Warm .... nâgrofût
Watch .... rujât
Water .... jut
Waterfall .... ujavar
Wave .... val, dalg
Wax .... dûl
Way .... rrug, udh
Weak .... dobat
Wear .... mûbaj, vosh
Weather .... mot
Web .... korg
Wedge .... pûk
Well .... pus
West .... porandaum
Wet .... lagat
Wheel .... rukul
Whip .... shufar, thupar
Whirlpool .... varûlâtog
White .... bardh

Whore ... kurv
Wicked ... laug
Wickerwork ... garshota
Wide ... gûjân
Wield ... gazog
Wild ... ogar
Willow ... sholg
Win ... fitog
Winner ... fitus
Wind, noun ... ora
Wind, verb ... poshatîl
Wine ... gavîk
Wing ... flatar
Winter ... dauman
Wire ... tol
Witch ... shatraug
Wolf ... scara, ujâk
Woman ... gru
Wood ... pûl, drû
Wooden ... drunûjît
Wool ... losh
World ... bot
Worm ... krûmab, dhomaj
Worst ... illa
Wraith ... gûl, ankath
Wrestle ... parfûtag, glima
Wright ... nûdrokas

Y

Year ... vaut
Yellow ... vordog, gul
Yew ... barshênat
Yoke ... zâgîrat

Glossary: Orkish to English

A

Aburzgur ... manure
Afar ... by
Afar ... near
Agon ... dawn
Ajog ... that
Akarohûm ... glare
Akul ... glacier
Âkul ... ice
Alag ... that
Âmbal ... sweet
Ambor ... liquor
Ámul ... stagnant
Ana ... bank, river
Ana ... edge
Ana ... rim
Ândartar ... mystic
Angath ... ghost
Ankath ... wraith
Ar ... nut
Arataus ... outlaw
Arau ... bear
Ari ... evil spirit
Armauk ... enemy
Art ... gold
Asgâjâ ... nothing
Ash ... one
Ashpar ... rough
Asht ... bone
At ... there
Atîgat ... there
Auga ... eye
Aurok ... mortar
Ávul ... steam

B

Bag ... pitiful
Bagal ... dung
Bâj ... make
Bajaga ... muck
Bajark ... clan
Bal ... fire
Bal ... front
Balorat ... green
Balt ... mud
Balt ... mire
Banâm ... dwelling
Banôs ... dwelling
Bar ... grass
Bar ... hay
Baraushat ... herb
Baraushat ... vegetable
Bardh ... white
Barshênat ... yew
Bartas ... scream
Bartás ... brawl
Bartás ... shout
Bartom ... ride
Bashkaum ... alliance
Batar ... volley
Baug ... fork
Baum ... plant
Baur ... hole
Baur ... son
Bauruk ... dungeon
Baushat ... tail
Bauz ... dart
Bî ... fall
Bî ... ring, verb
Bî ... hit
Bîshûk ... moor
Blog ... blood
Blotaz ... birch
Bloz ... soot
Blûg ... grind
Bogi ... bow
Bok ... flagon
Bolb ... disaster
Bolvag ... curse
Bor ... snow
Bos ... cult
Boshok ... upland
Bosnauk ... ally
Bot ... clay
Bot ... world
Braun ... rib
Brav ... lock
Brî ... horn
Brodh ... fir
Brodh ... pine
Brogat ... gnaw
Broshan ... hail
Broz ... belt
Bruk ... cape
Brûlk ... arm, weapon
Bujar ... knight
Bujûkasî ... agriculture
Buk ... bread
Bukol ... barrel
Bukot ... roar
Bulmos ... spice
Bumbullaum ... thunder
Bungo ... bulge
Bur ... man
Burg ... prison
Bukra ... clan
Burz ... dark
Burz ... night
Burzum ... darkness
Bûtharog ... sodomy
Buz ... ledge
Buz ... rim

C

Conog ... violate
Cop ... scrap
Curr ... boulder

D

Dabog ... drive away
Dafar ... revel
Dafrim ... sport

Daga ... dawn
Dâgalûr ... demoniac
Dagalush ... imp
Daggog ... hear
Dagrî ... goat
Dâgûl ... demon
Dahâmab ... fang
Dâhaut ... defecation
Dâhautom ... defecate
Dâjal ... adolescent
Dajambat ... fat, adj.
Dakog ... disembowel
Dalg ... wave
Dâm ... harm, disaster
Daul ... drum
Dan ... pincers
Danoj ... punish
Dar ... door
Dargum ... emissary
Dash ... ram
Dath ... right
Daul ... gong
Daumab ... hurt
Daumab ... pain
Dauman ... winter
Dautas ... day
Dé ... country
Dha ... earth, world
Dhâmab ... tooth
Dhaub ... agony
Dhît ... tithe
Dhog ... plank
Dhomaj ... worm
Dî-vadokunvot ... necromancy
Dîg ... burn
Dîl ... sun
Dô ... also
Dob ... branch
Dobat ... weak
Dofna ... numb
Dol ... sheep
Dolap ... doorway
Dolpan ... fox
Dom ... bull
Dorâm ... hand
Dorashak ... glove
Doraz ... gate
Dorr ... swine, boar
Dorût ... hog
Dorzog ... surrender
Dos ... sow
Dot ... sea
Dotûrog ... bind
Drangu ... ogre
Drartul ... sergeant
Draugur ... ghost
Draut ... daylight
Draut ... light
Drautdîl ... sunlight
Drautrân ... moonlight
Drê ... stag
Drep(a) ... kill
Drît ... straight
Drok, ... demon
Drop ... peak
Drras ... plank
Dru ... dread
Drû ... fear, verb
Drû ... timber
Drû ... wood
Drû ... tree
Drunûjît ... wooden
Drûth ... bush
Dûl ... wax
Durb ... rule
Dushak ... oak
Dy(s) ... quagmire
Dyr ... animal

E

Egur ... destroy
Eitur ... poison, noun
Eiturir ... poison, verb
Ekla ... lack

F

Fal ... charm
Faltor ... temple
Fanar ... lantern
Far ... seed
Fark ... forge
Farmak, ... venom
Fashat ... village
Fashaukalog ... flog
Fashoht ... occult
Fâtofsân ... frost
Fatoft ... bleak
Fâtoft ... cold
Fauldush ... ivory
Faus ... caste
Fê ... cult
Fha ... great
Fîgû ... insult
Fîs ... insulting
Fitog ... win
Fitus ... winner
Flâgît ... foul
Flagz ... monster
Flak ... dash
Flak ... flame
Flak ... hurl
Flakas ... sling
Flas ... speak
Flatar ... wing
Flauk ... dirt
Flî ... sacrifice
Flo ... sleep, verb
Flok ... hair
Flot ... leaf
Forzunk ... gorse
Fos ... clan
Foshân ... infant
Foshnu ... baby
Fotak ... fanatic
Frangîz ... syphilis
Fraukanak ... coward
Frîb ... blow
Frîjat ... swell
Frûm ... spirit
Frúshkul ... lash
Fûadh ... field
Fuk ... power
Fukaush ... powerful
Fûkî ... neighbour
Fukisham ... strong
Fund ... doom
Fund ... end
Fundaut ... last
Furr ... oven
Furtun ... storm
Fushat ... expedition
Fushaum ... camp
Fushjalut ... battlefield
Fût ... throat
Fût ... vent

G

Gaddur ... thorn
Gadhê ... notch
Gadûhênd ... carve
Gagna ... helper
Gahuta ... offal
Gâjal ... living
Gâjalm ... rope
Gajarpan ... snake
Gâjarpan ... serpent
Gajat ... tall
Gâjêmab ... thorn
Gâjîrm ... track/trail
Gâjol ... cock
Gajum ... sleep, noun
Gâjûmat ... ugly
Gajûp ... hunt
Gâjûp ... vulture
Gajutar ... hunter
Gal ... crow
Galin ... crazy
Galtaum ... draught
Gank ... hook
Garmadh ... ruin, noun
Garmog ... delve
Garmog ... dig
Garshota ... wickerwork
Gash ... gash
Gaushat ... finger
Gavîk ... wine
Gazog ... wield
Ghash ... fire
Ghash ... flame
Ghoul ... zuzar
Gîjak ... blood
Gîjakpîs ... bloodthirsty
Gîjakûdob ... bloodshed
Gîkator ... court, law
Gîl ... meal
Gîlbat ... green
Gîlpân ... needle
Gîlpân ... pin

Gimb ... find
Gîmog ... moan
Gîmtog ... maim
Gîrakûn ... hawk
Gîrdan ... necklace
Gîrmus ... scout
Gîsm ... half
Gîth ... greenery
Gîth ... all
Glima ... wrestle
Gnyja ... rage
Gogân ... broad
Gogol ... ghost
Goj ... mouth
Gokat ... shallow
Golb ... pus
Golnauk ... steel
Golog ... elf (noldo)
Goltur ... boar
Gon(a) ... stare
Gore ... gore
Gost ... feast
Goth ... lord
Goth ... master
Gozad ... nail
Gra ... grey
Grack ... trap
Grafa ... dig
Grak ... snare
Graug ... herd
Graus ... tear
Grazadh ... rack
Gris ... pig
Grop ... hollow
Grop ... hook
Grop ... pit
Gropor ... valley
Groshat ... pulses
Grroll ... quarry
Gru ... woman
Grub ... grub
Grumbull ... heap
Grûmbull ... hoard
Grushat ... punch
Gûjâb ... tongue
Gûjah ... prey
Gûjân ... wide
Gûjat ... long
Gul ... yellow
Gûl ... ghost
Gûl ... wraith
Gull ... soak
Gun ... cloak
Gur ... stone
Gur-maporfas ... grindstone
Gurat ... hard
Gurat ... stony
Gurgêndas ... stonemason
Guror ... quarry
Gurz ... death

H

Ha ... eat
Haft ... fetter
Hai ... high, suffix
Hai ... people
Hajât ... hall
Hajmalî ... talisman
Hak ... revenge
Hal ... slippery
Haldûp ... ghoul
Haltz ... lame
Hambar ... store
Hân ... moon
Hanhar ... sword
Hanksar ... broadsword
Hap ... open
Hashat ... spear
Hatur ... hate
Haz ... dependent
Hazt ... harsh
Hî ... ash
Hî ... shade
Hî ... shadow
Hînor ... temple
Hnifur ... knife
Hodh ... throw
Hogg ... hit
Hoj-gur ... stalactite
Hokur ... iron

Hol ... thin
Hola ... money
Holm ... poison, noun
Holmoj ... poison, verb
Hom ... buttock
Hondok ... dike, ditch
Hondok ... trench
Hoq ... pull
Hoshat ... lance
Hoshat ... silence
Hrizg ... pain
Hrja ... harrass
Hû-nâ ... enter
Hûd ... hurl
Hudh ... throw
Hugi ... mind
Huka ... squat
Hûm ... portal
Humbor ... maze
Hund ... nose
Hundur ... dog
Hungrog ... growl
Hurdh ... pond
Hut ... vulture
Hûth ... peak
Hutog ... stun

I

Illa ... worst
Illfysi ... malice
Illska ... evil
Illska ... hatred
Inras ... attack

J

Jan ... stew
Jargza ... bury
Jarn ... iron
Jashat ... out
Jatagan ... scimitar
Jîshotasaun ... secret
Jug ... south
Jut ... water

K

Ka ... ox
Kadaf ... neck
Kadar ... tent
Kaf ... pass
Kafak ... skull
Kafáz ... cage
Kafshog ... sting
Kafsog ... bite
Kag ... shovel
Kâg ... cleave
Kajam ... tallow
Kak ... target
Kakok ... bellows
Kal ... horse
Kala ... stronghold
Kalá ... castle
Kalag ... tin
Kalaj ... pewter
Kalaum ... archery
Kalaum ... target
Kalbasaun ... rot
Kalkan ... armor
Kallog ... shoot
Kalors ... cavalry
Kalsak ... fang
Kaltart ... blue
Kalus ... archer
Kalush ... pony
Kam ... dagger
Kam ... cleft
Kâmâb ... foot
Kâmb ... leg
Kâmbasor ... infantry
Kâmog ... fur
Kamordî ... frenzy
Kanat ... jug
Kând ... corner
Kandog ... sing
Kâng ... music
Kângtar ... minstrel
Kângtaum ... music
Kap ... grasp
Kapargîl ... stile
Kaprît ... net, verb
Kaprul ... deer, small
Kapuk ... boot
Kâpul ... goblin
Kapurd ... fungus
Kapurd ... mushroom
Kapus ... pluck
Kapus ... snap

Kar .... cleft
Karg .... tear
Karîngrautas .... rebel
Karkanzol .... elf
Karkas .... screech
Karkât .... explosion
Karkîtâs .... explosive
Karkû .... log
Karkû .... stump
Karmangol .... gallows
Karmaz .... lake
Karth[î] .... undergrowth
Kâsak .... fang
Kashat .... straw
Kashaul .... conclave
Kasnok .... herald
Kasol .... hut
Kasta .... throw
Kasul .... cap
Katalâ .... monster
Kâthotar .... claw
Katraf .... trapdoor
Katran .... tar
Katû .... here
Katund .... village
Kaugzi .... rouge
Kaul .... open
Kaum .... hair
Kaup-dû .... barrow
Kaur .... candle
Kaurash .... glue
Kaushatar .... ritual
Kautar .... squirrel
Kazam .... pick(axe)
Kazan .... cauldron
Kazorm .... barracks
Kîa .... air
Kîl .... sky
Kîs .... squeak
Kîshaulus .... advisor
Kista .... chest
Kîz .... billhook
Kjaftur .... shout
Kjani .... food
Kjani .... morsel
Klaf .... scabbard
Klodh .... recreation
Kô .... fabric
Kodar .... hill
Kodraun .... hillock
Kodraz .... hillock
Koh .... time
Kôk .... head
Kokan .... hammer
Kokar .... berry
Kokar .... nut
Kolaubar .... amber
Kolauz .... cell
Kolbîs .... pimple
Kolk .... beaker
Kolos .... key
Kolosh .... sledge
Komab .... nation
Kon .... dog
Kopak .... club
Kopan .... mallet
Koptog .... dismember
Korb .... raven
Kordatar .... swordsman
Kordh .... nest
Kordh .... sword
Korg .... web
Korlash .... jaw
Korn .... cart
Korpaus .... brick, mud
Korr .... reap
Korrac .... armor
Korroz .... trolley
Korût .... nasty
Kosh .... basket
Koth .... shear
Krab .... hook
Kragor .... fang
Krah .... arm, body
Krahaun .... country
Kraun .... swarm
Kraup .... salt
Krî .... head
Krî-krîsur .... chief
Krîdash .... battering-ram
Krîfaus .... headman
Krimp .... bind
Krîr .... slash, verb
Krîrog .... slash, noun
Krîtar .... captain
Krogor .... wagon
Kromtaum .... rite
Krop .... stitch
Krûal .... chief
Krûksog .... crucify
Krûmab .... worm
Krûpû .... talon
Kub .... dome
Kufî .... border
Kûflag .... farm
Kuga .... ford
Kukû .... red
Kûkûdât .... vampire
Kukumak .... owl
Kul .... tower
Kulâmak .... glow
Kular .... arch
Kûlkodar .... dragon
Kulm .... pinnacle
Kulot .... pouch
Kulshodar .... monster
Kumashat .... milk
Kumbon .... bell
Kûmûr .... coal
Kung .... log
Kunol .... rabbit
Kup .... heap
Kurr .... never
Kûrr .... snot
Kurrauz .... back
Kurth .... pitfall
Kurth .... snare
Kurth .... trap
Kurtîl .... dagger
Kurv .... whore
Kurvanog .... fornicate
Kus .... kettle
Kus .... pan
Kushtraum .... alarm
Kûthaus .... wall
Kûtot .... city
Kûtotaz .... citadel
Kûtoz .... garrison

L

Laga .... magical
Lagam .... tunnel
Lagat .... wet
Lajîl .... pattern
Lak .... snare, trap
Lak .... bow
Lakîm .... greed
Lakog .... twist
Lakund .... swing
Lakur .... leather
Lam .... arena
Lâmosh .... lump
Lâmosh .... scroll
Lang-maush .... broth
Langat .... disease
Lapus .... lead
Larg .... afar
Largat .... distant
Largat .... far
Larzaum .... tattoo, noun
Larzog .... tattoo, verb
Lâtagû .... lion
Laudh .... allor
Laug .... wicked
Laug(shat) .... evil
Laug .... dire
Laukan .... pool
Laus .... tree
Lautar .... rope
Lâvadh .... heath
Lavor .... shell
Lavozâgh .... bark, tree
Lînd .... east
Llôz .... bolt, door
Lock .... rag
Lockaman .... ragged
Lod .... dike, ridge
Lodar .... drum
Logon .... basin
Logon .... dish
Logor .... trench
Lom .... quagmire
Lomor .... panic

Lomorâshâm ... ghastly
Lopat ... shovel
Los ... gamble
Losh ... wool
Losôg ... game
Losug ... gamble
Loz ... rod, bar
Lub ... ghost
Lub ... phantom
Lufût ... war
Lufûtaum ... warfare
Lug ... channel, noun
Lug ... lazy
Lug ... tower
Lugât ... phantom
Lûgât ... ghost
Lûgât ... vampire
Lugaun ... vale
Lugûth ... stomach
Luj ... swing
Lûk ... gouge
Lûl ... flower
Lum ... river
Lumvogal ... stream
Lundar ... boat
Lundar ... ship
Lûp ... beg
Lutaum ... battle
Lutom ... pray

M

Mâ ... more
Mâ-larg ... farthest
Ma-plâk ... elder
Mab ... on
Mabaj ... store
Mâbaj ... hold/held
Mâbas ... after
Mabotun ... relic
Mabrâm ... last
Mabrotnog ... reign
Mabrotnosh ... queen
Mabûll[um] ... shut
Mâbûs ... drown
Mâbûs ... kill
Mad ... great
Madargon ... nightshade
Madh ... big
Madom ... metal
Mâgalt ... honey
Magath ... hammer
Maj ... top, spike
Majât ... left
Mal ... mountain
Malkog ... swear
Mamuz ... spur
Mang ... morning
Mangath ... ghost
Mânorshâm ... grim
Manushak ... violet
Maprog ... protect
Maprojit ... rampart
Margim ... exile
Marr ... stupid
Marr ... take
Marr-ora ... smell
Marraun ... heather
Marsh ... carrion
Marzgi ... crush
Mattugur ... powerful
Maush ... meat
Maushat ... flesh
Mauzur ... cruel
Mazát ... bull
Mîburr ... pride
Mîbûs ... sink
Mîgul ... mist
Mîgûl ... fog
Mîkar ... beard
Mîkog ... cure
Mîkog ... heal
Mîlom ... swan
Mîr ... good
Mokal ... marsh
Molva ... break
Moraumang ... spider
Mos ... center
Mos ... middle
Mosal ... bog
Mosdaut ... noon
Môsh ... barb
Moshar ... adult
Mosnat ... midnight
Mot ... weather
Motsham ... ancient
Moz ... delicacy
Mûb ... above
Mûbaj ... preserve
Mûbaj ... wear
Mûbajât ... vessel
Mûbaram ... end
Mûbarshtaum ... administration
Mûbarthok ... clasp, noun
Mûbî ... upon
Mûbrapshat ... perversion
Mûbûlat ... dull
Mûbûll ... close
Mûbûllat ... dark
Mûbûs ... strangle
Mûbush ... fill
Mug ... dusk
Mugat ... dim
Mûk ... mould
Mund ... contest
Mundas ... victor
Mundog ... torture
Mundus ... tyrant
Mûproft ... sharp
Mûprogît ... defense
Murg ... drear
Murg ... grey
Murlât ... tempest
Murm, ... grey
Murtag ... plague
Mûshof ... hide
Muzug ... gloom

N

Na ... at
Na ... in
Nâdal ... stop
Nâdar ... among
Nadoht ... obscenity
Nâdrô ... deer
Nâgas ... drive
Nâgir ... color
Nagîthas ... horrible
Nagli ... nail
Nagrânsham ... edible
Nagraufom ... rise
Nâgrî ... freeze
Nâgrofût ... warm
Nagushat ... narrow
Najor ... man
Nalt ... alone
Nalt ... high, adj.
Nalt ... tall
Nalt ... up
Namat ... enchant
Nan ... under
Nat ... night
Naushan ... totem
Naxotas ... heat
Nazg ... ring, noun
Nazgûl ... ringwraith
Nazot ... hot
Nên ... below
Nî ... one
Nîdîk ... haunt
Nixî ... blacken
Nixîr ... eviscerate
Njoshari ... spy
Nóful ... jaw
Notog ... swim
Nûdertog ... build
Nûdîl ... lure
Nûdît ... vile
Nûdrokas ... wright
Nûgakmog ... torment
Nûgîs ... stick, verb
Nûjol ... scar

O

Oborr ... court
Od ... chamber
Od ... room
Ofl(s) ... strong
Ogar ... wild
Ognir ... terror
Ok ... crawl
Okurt ... rude
Olb ... barley
Olog ... troll
Ong ... iron
Onreinn ... dirty
Opash ... lust
Opashum ... lustful

Ora .... wind, noun
Orka .... power
Orrat .... dark
Orsar .... gloom
Osh .... mire
Otûgat .... thirst
Otûsham .... thirsty
Ovani .... bad habit
Oxhak .... chimney

P

Pa-gog .... dumb
Pa-shî .... common
Paflok .... bald
Pafûk .... slate
Pafund .... abyss
Pagamarras .... mercenary
Pagoj .... mute
Pâjat .... dish
Pak .... few
Pakên .... elf
Pakon .... monstrous
Pal .... scimitar
Palav .... filth
Palhur .... cloth
Palhur .... fabric
Palkas .... explode
Pam .... fruit
Pam .... sight
Pamaj .... view
Pamas .... vast
Papîg .... raw
Par .... money
Par-vadokunaut .... necromancer
Paraund .... parent
Pardahûn .... force
Pardrogat .... twist
Parfûtag .... wrestle
Pargîjakun .... bloodstained
Parhor .... ever
Parkol .... jeer
Parkosh .... jeer
Parkronar .... helmet
Parkulun .... bent
Parmab .... on
Parmênd .... plough
Parpara .... forward
Pasun .... rich
Patarshan .... halberd
Patarshan .... pikestaff
Patarshan .... spear
Pau .... drink, verb
Paush .... pine
Paushatar .... torch
Paustar .... beacon
Pausûk .... tight
Pauzûl .... demon
Pî .... drink, noun
Pîk .... bake
Pîk .... cook
Pîk .... roast
Pîlak .... paving
Plag .... cut
Plak .... old
Plakaut .... pillage
Plakis .... plunder
Plaksom .... gorge
Plas .... crack
Plasas .... explosive
Plasî .... explosion
Plaskom .... crevasse
Plaskom .... ravine
Ploshat .... flea
Pluhûn .... dust
Plumub .... pigeon
Pogalm .... blizzard
Polog .... pond
Pomon[dog] .... statue
Ponî .... awe
Porandaum .... west
Porandor .... empire
Poshak .... fish
Poshat .... underneath
Poshât .... down
Poshatîl .... wind, verb
Potak .... robe
Potâk .... cloak
Prak .... step
Pral .... legend
Pran .... beside
Prandavor .... spring, noun
Prang .... fetter
Prap .... behind
Prapsam .... rear
Prâsog .... decay
Praunk .... brass
Praush .... spoil
Prauta .... ambush
Prauta .... stockade
Prok .... touch
Pros .... blade
Pros .... cut
Pros kokan .... be-ahead
Prrall .... holly
Pru .... stream
Pû .... gust
Pûk .... wedge
Pûl .... wood
Pûlâth .... grove
Pulaz .... roof
Pûlgoruz .... forest
Pulkîr .... thumb
Pûlmotshâm .... forest
Pun .... labor
Purtok .... rod
Pus .... well
Pushaktar .... marksman
Pûshatîg .... spit
Pushtog .... subdue

R

Raendi .... robber
Raf .... bastinado
Rafshat .... plains
Ragur .... coward
Rak, pru .... stream
Rakothas .... gruesome
Rânaz .... root
Rând .... heavy
Rar .... sand
Rau .... new
Raugz .... red
Raushatas .... newly
Rêg .... lie
Rêm .... copper
Rênd .... run
Rêndas .... runner
Rifa .... demolish
Rîp .... flay
Ro .... cloud
Robosh .... flood
Rog .... guard
Rog-votak .... bodyguard
Rogtar .... guard
Rok .... grasp
Rosak .... drake
Roth .... circle
Rothog .... besiege
Rraf .... hit
Rramab .... rape
Rramug .... riot
Rrashat .... skull
Rrau .... sit
Rraus .... breed
Rrock .... rag
Rrok .... hold/held
Rroshatar .... sergeant
Rrug .... path
Rrug .... road
Rrug .... way
Rruj .... shave
Ruj .... preserve
Rujât .... watch
Rukul .... wheel
Rum .... skull
Rumab-gur .... stalagmite
Rung(al) .... avalanche
Rûp .... band, leather
Rûs .... strap
Ryk .... dust

S

Safaka .... undergrowth
Sahat .... hour
Sâkaftor .... falcon
Samund .... disease
Samund .... sick
Sapat .... axe
Satug .... gale
Scara .... wolf
Shadûr .... deaf
Shafrênaum .... orgy
Shafrohom .... rage
Shakâb .... eagle
Shakal .... stair
Shakalakog .... shine
Shakalaz .... ladder
Shakâmb .... cliff

Shakâmûb ... rock
Shakâpon ... eagle
Shakathsî ... craft
Shakatrog ... ruin, verb
Shakîrr ... rip
Shakolam ... kick
Shakop ... mace
Shakop ... staff
Shakraum ... molten
Shakrîg ... melt
Shakrop ... granite
Shakulog ... distil
Shâkumbas ... chalk
Shakurr ... scrub, noun
Shakurr ... thicket
Shakutarbîk ... dwarf
Shal ... leg
Shal ... saddle
Shanûm ... marked
Shapag ... revenge
Shaparbalaum ... ransom
Shapat ... sword
Shapauk ... invention
Shapênd ... fowl, bird
Shapêz ... poultry
Shapît ... fast
Shaplag ... swill
Shâpol ... cave
Shaporr ... repel
Sharbtur ... servant
Sharku ... old man
Sharog ... heal
Sharr ... saw, noun
Shat ... mattock
Shatâmûb ... pot (large)
Shatap ... house
Shatargat ... storm
Shatargatbor ... snowstorm
Shatarpî ... reptile
Shatauz ... dart
Shatauz ... lance
Shataz ... pest
Shâtaz ... brute
Shatî ... spear
Shatî ... throw
Shatîg ... push
Shatog ... path
Shatogtar ... nomad
Shator ... mortar
Shatorothaum ... siege
Shatragtaum ... disguise, noun
Shatratog ... disguise, verb
Shatraug ... hag
Shatraug ... witch
Shatrôfûk ... den
Shatrôful ... den, cave
Shatûl ... pillar
Shatûp ... crush
Shau ... rain
Shaugît ... arrow
Shêmat ... horror
Shêmatut ... ugly
Shen ... sign
Shendrautsham ... bright
Shîgog ... taste
Shiruk ... leaper
Sho ... torrent
Shof ... see
Shok ... mate, noun
Sholg ... willow
Shon ... mark
Shorat ... luck
Shoshog ... raze
Shufar ... whip
Shuk ... orb
Shûkurtaz ... quail
Shul ... bar
Shum ... many
Shum ... very
Shum ... few
Shurr ... piss
Shushatus ... drug
Sjuk ... sick
Skag ... edge
Skagza ... hurt
Skalkîsham ... brilliant
Skamma ... revile
Skamma ... scold
Skator ... hell
Skessa ... troll woman
Skop ... beak
Skopar ... adze
Skort ... basket
Skraefa ... coward
Skrigz ... creep
Skugga ... shallow
Skûp ... beak
Skut ... recess
Skût ... shield
Sma ... little
Snaga ... slave, orc
Sokalî ... shriek
Solî ... throne
Sor ... pitch
Sorr ... crow
Stargûsh ... ancester
Starkok ... carrion crow
Staukî ... spark
Staun ... season
Stâz ... beast
Stom ... totem
Stor ... huge
Stral ... flint
Strigz ... war
Stroh ... refuge
Stuh ... storm
Sû ... eye
Suk ... barrow, hill
Sulmog ... raid
Sulmog ... attack
Sulmus ... aggressive
Sundaum ... conquest
Sundôg ... conquer

T

Ta-folun ... speech
Ta-hûm ... entry
Ta-parat ... elite
Talûn ... butter
Tânfuksham ... almighty
Taposhât ... downhill
Tarbâm ... fury
Tarbohom ... rage
Tarshan ... oats
Tarthur ... across, athwart
Taugan ... pan
Taun ... vat
Thag ... dry
Tharb ... acid
Tharbat ... sour
Thark ... enclosure
Tharm ... acid
Thauk ... knife
Thauk ... dagger
Thî ... pig
Tholl ... deep
Thop ... crag
Thop ... peak
Thop ... pinnacle
Thopausan ... craggy
Thopur ... jagged
Thor ... massacre, verb
Thoror ... altar
Thos ... bag
Thos ... sack
Thrak ... bring
Thrug ... murderer
Thrugrim ... murderers
Thûı ... break
Thumb ... spike
Thumbog ... sting
Thundar ... hoof
Thupar ... whip
Thur ... enclosure
Tî ... across, over
Tî ... beyond
Tîmer ... fear, noun
Tîmor ... terror
Tîmorog ... terrify
Tîmorshâm ... dreadful
Tîmorshâm ... horrible
Tîmorshâm ... terrible
Tîmorshâm ... terrifying
Tog ... bench
Tok ... earth, soil
Tok ... land
Tok ... soil
Tok ... country
Tok ... heap
Tok ... mound
Tol ... wire
Top ... orb

Topa .... artillery
Torb .... peat
Tra .... beam, timber
Trash .... thick
Traun-zabraut .... portcullis
Trêmab .... terrify
Trêmab .... terror
Trêmabshâm .... terrifying
Trênot .... mad
Trîz .... table
Trod .... castration
Trog .... market
Trov .... territory, country
Trû .... brain
Trul .... floor
Trup .... body, person
Tub .... heap
Tuf .... herd
Tuf .... body, mass
Tufan .... storm
Tul .... them
Tulumub .... pump
Tûm .... smoke
Tûmat .... smoky
Turm .... body, mass
Turr .... heap, mound
Tursh .... pickle
Tutas .... coward

U

Û .... hunger
Ud .... road
Ûdahok .... guide
Ûdakrûk .... crossroad
Udh .... way
Ugadhol .... island
Ûgurz .... dire
Ujâk .... wolf
Ujavar .... waterfall
Uk .... all
Ûl .... low
Ulog .... cripple
Ûlûrag .... star
Ulurî .... howl
Ulurîjât .... wail
Um .... quagmire
Unaz .... ring, noun
Ûndur .... fat, noun
Ûndûr .... tallow
Ur .... bridge
Urauk .... hedgehog
Urauth .... mole
Urdân .... command, noun
Urdanog .... command, verb
Urro .... hate
Urrogat .... hatred
Uruk .... soldier
Uruk .... orc
Ushatar .... soldier
Ushk .... feed
Ushtar .... army
Ushtarak .... army

Ûtot .... town

V

Va .... ford
Vâdôk .... death
Vâdôkan .... dead
Vâdôkîprus .... deadly
Vâdoksâm .... execution
Vâdoksog .... execute
Vâgûn .... giant
Vaj .... oil
Vajâz .... maiden
Vajodhar .... thief
Vajolk .... purple
Vâjos .... channel, verb
Val .... wave
Valaumshâm .... massive
Varanat .... clouded/cloudy
Varazâdî .... venom
Varg .... chain
Varg .... ridge
Varsulom .... pounce
Varûlâtog .... whirlpool
Vatog .... groan
Vaudhom .... sneak
Vaut .... year
Vegal .... tool
Velgja .... nausea
Vênd .... place
Vesall .... miserable
Vî .... dike, ditch
Vî .... rut
Vî .... channel, noun
Vîdûl .... steal
Vîl[un] .... spew
Vir .... star
Vîrr .... hang
Vîsht .... autumn
Vîtar .... old
Vîz .... insect
Vo .... egg
Vogal .... little
Vogal .... small
Vogaumtar .... mystic
Voglog .... reduce
Voj .... oil
Vọk .... dwarf
Vor .... grave
Vor .... north
Voraut .... north
Vorb .... jar
Vorbat .... blind
Vordog .... yellow
Vorrog .... bury
Vorroz .... burial-ground
Vosh .... ear
Voshatraum .... look-out
Voskor .... lustful
Vosû .... lust
Vot .... person
Votar .... home
Votauk .... inner

Voz .... egg
Vozagog .... spy
Vrapog .... run
Vras .... kill
Vrás .... assassin
Vraum .... hole
Vûras .... slay

Z

Zâ .... grab
Zâ .... sound
Zâ .... voice
Zabîslaw .... league
Zaboht .... pale
Zâbrât .... descent
Zabrâz .... empty
Zâdûk .... destroy
Zagâvarr .... burrow
Zâgîrat .... yoke
Zahîm .... glass
Zâhovar .... jewel
Zahuv .... mercury
Zâjar .... fire
Zal .... grit
Zan .... elf
Zân .... cup
Zânalt .... loud
Zarzavât .... vegetable
Zau .... boil
Zau .... black
Zâvandas .... deputy
Zêmar .... heart
Zêmaraum .... anger
Zêmarpak .... coward
Zhavarr .... hollow
Zholan .... ragged
Zhurm .... noise
Zhurmat .... noisy
Zî .... black
Zigîbanauk .... leper
Zîm .... brew
Zô .... mine
Zog .... craft
Zog .... bird
Zogtar .... artisan
Zogtar .... craftsman
Zongot .... engineer
Zorr .... gut
Zorrat .... eviscerate
Zoshakan .... swarthy
Zoshk .... bronze
Zoshkat .... brown
Zot .... lord
Zot .... master
Zotan-lufûtatar .... warlord
Zotnog .... rule
Zovarr .... crawl
Zoza-marz .... hangover
Zûbardh .... silver
Zungath .... reed
Zurm .... din
Zurr .... grit
Zûrtar .... official
Zuzar .... thug

11.4 DESIGNING A CASTLE

It would be impossible to detail in this module every castle, keep, tower, outpost, and fortification located in the vast empire of the Witch-king. This section is intended to make the Gamemaster's job somewhat easier by providing some general information concerning castle design and construction.

The fortifications of the area range from the most simple to the elaborate—Cargash keep being the crudest and most basic, and Elanar Castle and Barad Morkai being more sophisticated and complex. The first step a GM should take is to establish the purpose of the structure to be designed. Is it a simple watch tower, a fortified residence, a major seat of power, or a fortress designed to defend a particular area? Following this decision, the resources of the person building a castle must be determined; the Witch-king has no lack of labor and money, but a player character or a humble knight has only limited resources.

From these parameters, the GM can generalize to create a schematic plan of the structure or determine specifics including the skill of the laborers and designer. Although they may have similar financial standing, the castle of a Dúnadan Knight will be far better than that of a wild Dunlending noble. Both Angmar and Arthedain have skilled architects and stonemasons at their disposal, but Arthadan work is superior in quality. When all these factors are considered, the GM should have a fairly accurate idea of the size and quality of the fortification.

A castle is a fortress and can be constructed out of a variety of materials. Stone is the most durable, and we often think of castles as being made of stone. However, Maidenhead Castle, as a counter-example, is the remainder of an ancient earthwork fort. The castles of western Middle-earth have advanced to stone construction, and only very primitive strongholds will be constructed of less durable materials. The traditional castle consists of a strong building or tower, called a keep, frequently, but not always, surrounded by a wall or set of walls.

Since the purpose of a castle is defensive, they are built whenever possible to take advantage of the terrain—on a rocky hill, within a cleft in a cliff, on an artificial mound, or in the middle of a lake. To deter attacks, access to a fortress is made as difficult as possible. Whenever feasible, the area surrounding it is kept free of brush and trees, preventing foes from approaching the castle unobserved.

Manpower is precious, and castles are designed to be defended by small garrisons; the usual garrison at Carnarvon Castle in Wales was less then 200 men (*A History of Fortification*). The crusaders' Castle of Krak des Chevalier in Syria, in contrast, contained a garrison of 2,000 men at the height of its power, but it was almost completely surrounded by hostile territory, and thus needed a large military force to prevent its capture (*Great Architecture of the World*).

These guidelines permit tremendous variation. Larger castles often have more than one set of walls, and these are usually strengthened by towers at different intervals. Crossbow and longbow slits pierce the walls, which are sometimes hollow to allow defenders to move within them. Castles also have strong focal points, usually the keep and the gate.

The castle walls enclose the living space of the bailey and the keep. Stables, mews, servants' quarters, and storerooms are all located there. Some of these buildings are of stone, others of wood—depending upon the resources of the owners. In the bailey, peasants and their animals take shelter when foes attack their homes. Sometimes the keep stands within its own small bailey, as an added measure of security—the arrangements vary.

The lord of the castle and his family make their home in the donjon. Originally this was a place for the defenders to make their last stand, but it later developed into living space.

Access to the donjon is designed to be as difficult as possible for an attacker. The entrance is almost never located on the first story, but rather the second or third; the entrance to Dover Keep, for example, is located on the second story through a forebuilding (*Great Architecture of the World*). While defenders might not be able to harm attackers outside of the keep, they can do much once men force their way inside. Entrance halls have small pits and other clever traps; the stairs give sword room to a defender's right, but none to the attacker. Some keeps are equipped with secret doors or tunnels that enable the defenders to escape. Others contain wells to allow the residents to withstand a prolonged siege, and all contain large storerooms and latrines.

The shape and style of keeps varies tremendously. Square towers gradually gave way to round ones or were strengthened considerably. Some keeps were incorporated into the curtain walls; others stood independent of the wall, strong fortresses by themselves. The first level of most keeps, however, was devoted to storage; the living quarters were in the security of the upper levels. Both Barad Morkai and Eldanar Castle offer examples of the different types of keeps.

11.4.1 DESIGNING A SMALL OUTPOST

Cargash Keep is a representative outpost. Architecturally, these small strongholds are similar; they contain 30 to 50 men housed in buildings in the bailey. Seven to twelve servants who are strictly noncombatants attend to domestic details within the fort. The outposts are well provisioned with food and water and capable of withstanding a modest siege of six to eight weeks. They can accommodate more men if necessary.

These small garrisons are manned by Dunlendings, Rhudaurans, and a few Easterlings and Southrons. Most are not particularly evil, but misguided and dominated by the Witch-king. They see the Dúnedain and the Elves as a threat to their survival.

Composition of the Troops:

Among a garrison of 50 men, the troops contain the following composition of skill and experience:

— 32-38 first and second level soldiers with a preponderance of second level fighters;

— 7-12 third level warriors;

— 2-8 soldiers of fourth level or above; and

— the commander, who will be fifth level or higher.

All outposts send out regular patrols to check for tracks and search for signs of interlopers. If they find signs of a large party, they will return to the castle for aid and reinforcement. Depending upon the situation, they might arrange an ambush or send out additional searchers. If a group remains uncaptured, the outposts raise a general alarm.

Meeting a patrol does not necessarily mean disaster for player characters. Any person or group encountering a patrol will be questioned and asked to return to the outpost. If the explanation is plausible, i.e., one that coincides with the purposes and goals of Angmar, the party may be sent on its way. A weak explanation will get the party thrown in the dungeon. Refusal to accompany a patrol will lead to battle, or, at the very least, an ambush in the near future. If a patrol does not return, the outpost will raise the alarm.

Larger castles are interspersed among the smaller outposts. Those located in En Udanoriath coordinate the defenses of this disputed area. They guard key positions and provide additional men. The 2,000 to 3,000 men stationed in the "No Man's Land" are controlled from three fortresses: Shedûn, Angsûl, and Morkai.

11.4.2 RAIDS AND SORTIES

These vary in strength and size, depending on the target. Brief summaries of some typical configurations follow.

Border patrol ambush—A border patrol from Arthedain ranges from 15 to 20 men, so the attacking Angmarean force will range from 30 to 50 men. These are not suicide teams; they will attempt to retreat if the tide of battle turns against them.

Orc attacks—These are rare occurrences, and much fiercer than the attacks of men. Large groups of Orcs assail the border, but since Orcs are noisy, they don't often succeed in crossing it. They attack without quarter and kill as many as they can. The Orcish force consists of 50-150 unmounted warriors, first through seventh level, or 40 to 100 mounted wolf-riders, third to ninth level.

Attack on a border fort—100-300 men, cavalry and foot soldiers.

Sorties into Arthedain—These are rare, and the troops may be mounted or unmounted. Between 75 and 200 soldiers participate in such attacks, depending on the target.

11.4.3 SUPPLIES FOR OUTPOSTS AND CASTLES

The Witch-king's army has three sources of supplies: the fields of Rhudaur, the plains of Rhûn, and the Estaravë lands. The major sources of foodstuffs are Rhudaur and the Estaravi; Rhûn provides only moderate amounts of rice. Supply trains from the East travel through the Angirith in the autumn, while those from Rhudaur and the vales of the Anduin move during the spring, summer, and autumn. In addition to the grains and dried legumes described in Section 6, these caravans bring the other raw materials an army needs and cannot produce: cloth, leather, metals, wood, etc.

The supply trains coming from Rhudaur and the Estaravi are small and frequent. They are well guarded, to discourage attacks from the Elves and the Dúnedain. A caravan usually consists of 6 to 16 wagons and 10 to 50 guards. The size and frequency of the trains increases dramatically in the autumn as workers lay in sufficient supplies to sustain Carn Dûm through the winter.

The caravans travel along various routes, among them the ancient Dúnadan roads. Those from Rhudaur pass north through the Angle, the Coldfells, and the Ettinmoors, remaining as close to the mountains as possible. Those from the Estaravi crawl through one of the mountain passes of southern Rhudaur, and then follow the same route as the other trains. The Dúnedain and the Elves continually harass these caravans.

When the supplies reach Carn Dûm, they are either stored or transported to the many outposts and castles. The provisions for an outpost in En Udanoriath are directed to one of the major fortresses in the area. From there, they are to be transported to the appropriate outpost. The supply trains that travel En Udanoriath are heavily guarded. The wagons are smaller and sturdier and move in groups of 5-15, accompanied by a guard of 25 to 50 men. Those that are sent to the small outposts consist of one to five wagons accompanied by 10 to 15 soldiers. Valuables, such as liquor and tax money, are accompanied by a larger guard.

11.5 HERBLORE OF THE DÚNEDAIN

The Númenóreans were some of the finest healers and physicians in all of the world. Their mariners discovered healing plants in the many lands they explored, and the Teleri brought marvelous herbs from Valinor as gifts to the Men of Westernesse. These were carefully studied and cultivated. The inhabitants of Númenor did not have to look far to find the cure for most injuries and illnesses—the roots, leaves, and blooms in their gardens sufficed. When Elendil filled his ships with the treasures of Númenor, he did not neglect these marvelous healing plants.

The gardens of Arthedain (Angmar's neighbor) cannot equal those of Númenor, but the Dúnedain of the North are very skilled with plants and herbs. Most have some knowledge of the manufacture of healing salves used for the small scrapes and injuries that occur daily. Arthadan healers, clerics, and animists can combine herbs into particularly effective pastes, unguents, and lotions. The list below does not include all of the healing herbs and drugs of the area, but is a useful selection. The Dúnedain can deal efficiently with most cases of disease and poison, including the Great Plague. This illness devastated the North Kingdom primarily because too many cases occured simultaneously to treat effectively and there was no way to stop the spread of the disease.

Drugs and herbs are available in a variety of forms. The Gamemaster should note which form the player characters possess. Carrying batches of dried leaves and roots in a backpack is difficult, since they tend to crumble. Doses also take up valuable storage space, and herbs that have been preserved are only half as effective as fresh varieties. In addition, avid herbalists, clerics, healers, and animists will find that the preservation of herbs is not only time-consuming, but requires the proper facilities. There are good herbalists and healers in Arthedain who will help the PCs in choosing herbs by showing them what is available and how each selection works.

11.6 SUGGESTIONS FOR ADVENTURES

The Witch-king's Fortress City

Carn Dûm is both a fortress and a militarily oriented city. In T.A. 1700, the stronghold contains a huge Sauronic field army and serves as the "home" of the Witch-king; anyone entering the area would have to be extremely careful. Therefore, it is suggested that adventures into Carn Dum (circa 1700) be of two types: (a) cautious town visits; and (b) sorties into the surrounding countryside—cavern trips, exploring ruins, etc.

Carn Dûm did not exist as a settlement in T.A. 1. At the end of the Third Age, however, the area was still occupied. The city of T.A. 3019 and F.A. 1 was a ruin whose residents were not Men, but Trolls and other foul beasts. Orcs lived in the old cavern complexes built into the mountain. This period is the ideal setting for Carn Dûm adventures. The physical layouts are relatively intact, and the occupants are no longer so numerous and powerful as to preclude free-wheeling maneuvering.

Note that adventures set in T.A. 3019 take place during the War of the Ring. The Dúnedain of the North have essentially disintegrated as a political force, and the forces of evil consist of independent Orc tribes. Angmar itself is no longer a kingdom; rather it is a dark land inhabited by scattered remnants of the Witch-king's armies. The terrain resembles Angmar of T.A. 1700, but political unity is past. By the early Fourth Age, this region is subdued somewhat by the renewed forces of the Dúnedain, and the old fortresses is either occupied by the men of King Elessar or lay abandoned. The vacant holds are often inhabited by foul beasts, wandering Orc bands that escaped the slaughter, or bold and desperate Mannish warlords (e.g., Dunlendings).

Scorba the Worm

Scorba's Lair at Zarak Dum is best suited for adventures in T.A. 1700. Earlier or later campaigns would find the complex inhabited by Dwarves; as such, the place would best serve as a base for wilderness sorties.

Dragons and Wild Trolls

The lair of Corlagon or the many Troll holes will provide suitable settings for any Third Age campaign. Remember, however, that both Trolls and dragons get stronger, wiser, and generally more dangerous with age. Whatever quickness they might lose is more than offset by experience.

Barad Morkai

Barad Morkai is a formidable stronghold in T.A. 1700. As such, it would be nearly impregnable to frontal assault. Nonetheless, it is not impossible to enter, particularly for sly, small groups capable of climbing walls under cover of darkness. Due to the sheer size of the garrison, however, great care would be required.

Morkai does not exist in T.A. 1 It is possible, however, that the site at that time is occupied by an earlier Mannish outpost, possibly Dúnedain. In T.A. 3019 and F.A. 1, Morkai lies in ruins. Adventures at this time would be interesting, since the physical structures might be occupied by new residents (e.g., Dunlending warlords, wild beasts, undead, etc.).

En Udanoriath

Cargash Keep and Eldanar Castle are both located in En Udanoriath. This territory is occupied by the Dúnedain in both T.A. 1 and F.A. 1, of Arnor and Gondor. Adventures during these times must be geared accordingly, and might prove dull for groups that are not fundamentally evil in nature.

T.A. 1700 adventurers focusing on the two sites are better suited for parties allied with the Free Peoples. Cargash could be overwhelmed by a strong and resourceful party, and is typical of many frontier forts. Eldanar is stronger, and should be challenged more carefully; yet it remains a fine place to "explore"—raids and thefts are appropriate.

11.7 ANGMAR AT OTHER TIMES

The Beginning of the Third Age

The region of Angmar and its surrounding territory is of little interest to an adventurer at the beginning of the Third Age. None of the major fortresses of the Witch-king are in existence yet, and the mountains are quite free of Orcs. The few inhabitants of the region include some hardy villagers who have settled on the borders and the Dwarves of Zarak Dum.

HERBLORE OF THE DÚNEDAIN

Aloe—This green spiky plant does not grow wild in Angmar or in Arthedain. It is carefully cultivated by the Dúnedain healers. Application: juice of broken or crushed leaves. Use: Heals 1-4 hits, and 2x healing on minor cuts and burns, mild anaesthetic, 20% as effective on major injuries. Fresh or in salve. Salve difficult to prepare.

Arfandas—A common wild and garden flower with pale yellow blossoms. Its stems are set in a poultice or cast with other plants such as comfrey in the case of a fracture. Arfandas encourages the proper healing of a bone. Used fresh, since it is commonly available; its juice cannot be preserved.

Arkasu—This drug is a favorite of travelers. It is a preparation of three or four different herbs, and is a salve. It is not only antiseptic, but heals 2-12 hits, and heals large open wounds at 1.5x speed. It is also a surface anaesthetic.

Arlan—A small, commonly cultivated plant, with blue flowers. Its leaves are applied in a poultice for bruise and concussion relief. Wild arlan cures 1-6 hits, domestic 4-9 hits.

Arlan's Slipper—A white wildflower that grows in woodlands. The roots are boiled and the vapor inhaled as a decongestant.

Armanumas—Tall, with long leaves; a common garden plant, but somewhat rarer in the wild. Leaves are crushed or applied in a poultice; it can also be dried or made into a salve that is 25% as effective. It is good for bruises, sprains, and pulled tendons and ligaments. 2x normal healing. The herb reduces swelling.

Arunya—A fiery red flower, cultivated for beauty, but used by healers. A juice from the roots, when drunk, causes deep sleep or unconsciousness. The juice is used in surgery and administered by the drop. It is difficult to extract and obtain; it cannot be made in the home, since it is an arduous, tricky process.

Athelas—This plant grows only where the Dúnedain live. It is treasured, and commonly cultivated. Its leaves are crushed and placed in boiling water; wounds are bathed and the vapor inhaled. Athelas eases physical pain and mental suffering. It cures many diseases, neutralizes minor poisons, cures the black breath, slows major poisons, and triples the healing rate on any wound.

Attanar—A moss that grows on the banks of streams. It is applied in a poultice to reduce fever.

Barnaie—This is a tiny, wild ground plant that is very common. A tea of its leaves reduces nausea and vomiting.

Culan—This drug comes in a powder, or in a pre-measured dose mixed with water. A foul tasting brew, it acts as a very effective antispasmodic.

Darsurion—A common wild and garden bush. The silver green leaves are rubbed on the skin for concussion relief of 1-6 hits.

Delrian—The leaves of this tree are rubbed on the skin in the summer to serve as an insect repellant. They can be crushed to make a lotion. The bark makes a pleasant tasting drink.

Elbin's Basket—This is a common flower with a pink, basket-shaped blossom. An extract from the roots yields a heart stimulant. The substance is difficult to extract.

Elendil's Spear—A very rare, tall, red spiky flower. The root can be ground or boiled in small pieces; the resulting liquid, when drunk, will slow poison.

Gildarion—This drug is applied on a wound and repairs damaged organs, arteries, and veins.

Harlindar—Drug (liquid) mixed with water; when drunk, it halts miscarriages.

Kelventari—A rare plant with silver-white flowers. The juice from its berry heals third-degree burns, no matter how severe. Eliminates scar tissue.

Latha—This powder is mixed with water and taken as a mild analgesic. It is good for headaches, tooth-aches, and colds.

Maiana—This drug is drunk as a decongestant.

Margath—Salve is an anaesthetic (surface).

Miretar's Crown—Rare, snow-white flowers that bloom only in the spring. The petals are laid across an open wound to stop bleeding.

Nelthandon—Any part of this plant, whether eaten or boiled (and then consumed), is a powerful emetic.

Numenelos—Moss that grows on the base of the white tree of Fornost. It has the power of nerve regeneration and repair.

Rumareth—This drug acts as a coagulant and stops bleeding.

Silaren—This drug (liquid) is a powerful analgesic; its side effect is drowsiness.

Sindoluin—A small blue flower; through a complicated process, the healers manufacture an anti-coagulant from this plant.

Suranie—These are the equivalent of smelling salts and relieve fainting.

Teldalion—A poultice of the bark of this uncommon tree reduces inflammation.

Tulaxar—A healer's herb found in their gardens. It is a stypic, which stops bleeding by contracting the blood vessels.

Witch Hazel—An extract from this plant yields an astringent lotion.

The desolate En Udanoriath of the 1700's is part of a fertile, well-settled region of Arnor. Eldanar Castle stands in the midst of tilled fields and prosperous farms and villages. Travel is as safe and uninteresting as a stroll through the Shire. Since Trolls, Giants, and dragons are restricted to the remote highlands, they exist only in children's tales.

EARLY IN THE FOURTH AGE

King Elessar is looking for brave, adventurous souls to explore the ruins of Angmar and eliminate any Orcs that remain in the area. These last survivors of Angmar's shadow are a danger to prospective settlers of northern Arnor. Morkai, Shedûn, and Angsûl lie in ruins, and no men live in the region. The exterior of Carn Dûm has crumbled under the weight of the centuries, but its tunnels are in good repair and inhabited by Orcs. Scorba has vanished, and the halls of Zarak Dum have become home to goblins. Corlagon the Red, however, remains unchallenged and unbested, larger and stronger than ever.

Men are slowly returning to En Udanoriath along the borders of Angmar. Eldanar Castle is the center of the new settlements. The castle is well garrisoned with Rangers and foot soldiers. Many of the old walled towns near Eldanar are slowly being rebuilt. The region is still dangerous; the settlers have trouble with marauding Trolls, and often see the tracks of Giants. Strange men form the South, followers of Sauron and Saruman, have turned to banditry in the absence of leadership.

The King is eager to encourage settlers in the area, and those who help clear the area of vermin will be well rewarded with land as well as silver.

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Orcs of the Uruk-kosh in battle gear



12.0 APPENDICES

Space does not permit us to spell out every thought or include statistics for every major role playing game system, so we include the following abbreviations, definitions, citation guidelines, etc.

Section 12.1 covers abbreviations. Section 12.2 enables readers to translate citation references. Definitions of frequently employed terms are set out in Section 12.3.

12.1 ABBREVIATIONS

The most commonly used abbreviations are listed here alphabetically according to sub-categories.

Languages

A.	Avarin (East-elvish)
Ad.	Adûnaic
B.S.	Black Speech
E.	Eldarin (Old-elvish)
Kh.	Khuzdul (Dwarvish)
K.	Kuduk (Ancient Hobbitish)
Lo.	Logathig
M.	Melkorin (Ancient Dark-speech)
No.	Northmanish (Foradanin, Rhovanion)
Or.	Orkish dialect
Q.	Quenya (High-elvish)
S.	Sindarin (Grey-elvish)
V.	Valarin
W.	Westron (Common Speech)

Game Systems

LoR	***Lord of the Rings Adventure Game*** (ICE)
MERP	***Middle-earth Role Playing*** (ICE)
RM	***Rolemaster*** (ICE)

Character Stats

Ag	Agility
Ap	Appearance
Co	Constitution
Em	Empathy
Ig	Intelligence
It	Intuition
Me	Memory
Pr	Presence
Qu	Quickness
Re	Reasoning
SD	Self Discipline
St	Strength

Game Terms

AT	Armor Type
DB	Defensive Bonus
MB	Maneuver Bonus
OB	Offensive Bonus
PP	Power Points
RR	Resistance Roll

SOURCES

Hob	*The Hobbit* (Ballantine ed.)
LotR	*The Lord of the Rings* (Ballantine ed.)
LotRI	*The Fellowship of the Ring* (Ballantine ed.)
LotRII	*The Two Towers* (Ballantine ed.)
LotRIII	*The Return of the King* (Ballantine ed.)
Sil	*The Silmarillion* (Houghton Mifflin ed.)
UT	*Unfinished Tales* (Houghton Mifflin ed.)

AUTHORIZED PUBLISHERS

A&U	Allen & Unwin, Ltd (London)
Bal	Ballantine Books (New York)
GA&U	George Allen & Unwin, Ltd (London)
GB	Grafton Books (London)
HC	Harper Collins (London)
HM	Houghton Mifflin Company (Boston)
UH	Unwin Hyman (London)

12.2 CITATIONS

Since this is a game supplement, the descriptions in the character glossaries have been confined to material pertinent to fantasy role playing. In order to provide the reader with access to more information, we provide citations to selected sections of the works; however, generally only one significant section is indicated.

All citations are italicized. Bold italic print citations denote a reference to one of Tolkien's works or, when specified, to one or more ICE products. ICE's publications contain extrapolated material and do not contain text attributable to J.R.R. Tolkien.

Example: *A citation states "Read* ***LotRIII*** *122. See ICE's* ***MERP*** *71." This means you can find more information in The Lord of the Rings Part III,* ***The Return of the King****. The material is at page 122 in the Ballantine (U.S. paperback) version. More data is in ICE's* ***Middle-earth Role Playing*** *at page 71.*

12.3 GLOSSARY

The following glossary provides translations and explanations of (mostly Sindarin) terms sprinkled through this supplement. You should refer to the sources, especially *The Hobbit* and *The Lord of the Rings*, for more detailed information about these and other Endorian names and concepts.

Angmar—(S. "Iron Home"). Angmar is founded around T.A. 1300 by the Witch-king, the Lord of the Nazgûl. An evil realm, it lies nestled in and along the icy flanks of the northern Misty Mountains (S. "Hithaeglar"), in the high plateau of northeastern Eraidor. Between T.A. 1301 and 1974, Angmar wars on Arthedain, Cardolan, and Rhudaur, the three Dúnedain successor states to old Arnor.

Arnor—(S. "Land of the King" or "Royal Land"). Encompassing most of Eriador, Arnor is the northernmost of the two "Realms in Exile." It constitutes the North Kingdom, while Gondor—its sister land—is the South Kingdom. Founded by Elendil the Tall in S.A. 3320, Arnor is settled by the Faithful Númenóreans who fled the Downfall of Númenor. These Dúnedain dominate the indigenous Eriadoran groups until the collapse of the realm. In T.A. 861, Arnor splits into three successor states: Arthedain, Cardolan, and Rhudaur.

Arthedain—(S. "Realm of the Edain"). Originally the northwestern portion of Arnor, Arthedain is independent after T.A. 861. It survives as a Dúnadan realm until overrun by the forces of the Witch-king of Angmar in T.A. 1974. With its collapse, the last remnant of the Northern Kingdom passes into oblivion.

Arthedain's name is shared by its relatively uniform, albeit small, Adan (Dúnadan) population (sing. "Arthadan").

Baranduin—(S. "Long Gold-brown River"; W. "Brandywine"). A great stream fed by Lake Evendim (Nenuial) in Arthedain, the Baranduin winds across west-central Eriador and empties into the Belegaer north of the Rast Vorn (S. "Black Cape") of Minhiriath. The Baranduin forms part of the western border of Cardolan.

Barrow-downs—(S. Tyrn Gorthad). An ancient burial ground, the Barrow-downs consitute the oldest and most revered of Adan gravesites. The grass-covered mounds contain royal passage-graves and surmount the wild fells of northwestern Cardolan.

Bruinen—(S. "Loudwater"). A river running through Eriador, marking the northern border of Eregion. At Tharbad it joins the Mitheithel to form the Gwathló.

Cardolan—(S. "Red-hill Land" or "Land of Red Hills"). The southernmost part of Arnor, Cardolan is a separate Dúnadan kingdom from T.A. 861 until T.A. 1409. It collapses under the weight of the Witch-king's Angmarim, and its last Ruling Prince perishes while fighting in the Barrow-downs, at the edge of the Old Forest.

Cardolan is the most densely populated area of old Arnor and contains sizable populations of Dunlendings, Eriadoran Northmen, and Dúnedain, as well as scattered groups of Beffraen.

Corsairs—Originally descendants of Castamir ("the Usurper") of Gondor and his followers, the Captains who fled Gondor in the latter days of the Kin-strife (T.A. 1432-47). This group seized control of Umbar in T.A. 1448. Thereafter, they became associated with maritime raiding and were labeled "Corsairs." The term later became associated with any pirates based in Umbar or along the coasts of Harad.

Drake—A term typically synonymous with dragon but of a slightly more generalized nature.

Dúnedain—(S. "Edain of the West"; sing. Dúnadan). These High Men are descendants of the Edain who settled the western island continent of Númenor around S.A. 32. The Dúnedain returned to explore, trade with, colonize, and later conquer many areas along the western, southern, and eastern coasts of Endor during the Second Age. Unfortunately, their hubris and desire for power led them to attempt an invasion of the Valar's Undying Lands. As a result, Eru (the One) destroyed their home island in S.A. 3319. Those called the "Faithful" opposed the policies and jealous Elf-hatred that prompted this "Downfall." The Faithful were saved when Númenor sank, sailing east to northwestern Middle-earth. There they found the "Realms in Exile," the kingdoms of Arnor and Gondor. Although sparsely populated, Arthedain (in Arnor) contains the highest proportion of the Faithful and the most purely Dúnadan culture in all of Endor. Many "unfaithful" (or "Black Númenórean") groups survive as well, living in colonies and independent states such as Umbar.

The term Dúnedain refers to the Númenóreans and their descendents in Middle-earth, groups which possess considerable physical and mental strength, longevity, and a rich Elven-influenced culture. Adûnaic is their native language.

Dunlendings—(Dn. Daen Lintis). A rugged race of Common Men who, for the most part, migrated out of the White Mountains in the Second Age. Most settled in Eriador, with the heaviest concentration in Dunland, in eastern Enedhwaith. Descendants of the Daen Coenis, Dunlendings have a medium or stocky build, sparse brown hair, and tanned or ruddy complexions. Men average 5'10"; women stand around 5'6". Mostly mountain-dwellers or hill-loving herders, they are known by various names: Dunmen, Dunnish Folk, Dunlanders, Eredrim, the Hillmen of the White Mountains, etc. The Eredrim of Dor-en-Ernil are a related folk.

Dwarves—(Kh. Khazâd). Although fashioned by the Vala Aulë before the awakening of Men, this hardy but short race came into Endor after the Secondborn. Long-lived yet mortal, they remain apart from both Elves and Men.

Elves—(Q. Quendi). The immortal children of Eru and the noblest of the Free Peoples. Also called the Firstborn, they awoke before Men or Dwarves and were the first race to speak. Elves settled in both Middle-earth and Aman.

Endor—(Middle Land; Middle-earth). Endor is the Sindarin Elvish label for the Middle Continent of Arda. Also called Ennor or Endóre.

En Egladil—(S. "The Angle," "The Forsaken Point") The area of the Maith near the Anduin. **Caras Galadhon is in En-Egladil.**

Eregion—(W Hollin) The highland region of Eriador between the rivers Glanduin and Bruinen is composed mostly of foothills on the western flank of the Misty Mountains. Eastern Eregion runs up to the mountain's edge, while the western reaches are rolling hills separated by streams and bogs. A long east-west mountain spine, the Hollin Ridge, runs through the center of the area. Eregion has been essentially depopulated since A.A. 1697 and is now known for its numerous holly trees. It also contains the West-gate of Moria, which faces the river Sirannon, the chief tributary of Glanduin.

Eriador—All of the territory north of the river Isen and between the Blue Mountains (S. Ered Luin) and the Misty Mountains (S. Hithaeglir). Its northern boundary lies along the highland ridge that runs northwestward from Carn Dûm and reaches to the Ice Bay of Forochel. Some accounts place the southern border along the line bounded by the rivers Greyflood (S. "Gwathló") and Swanfleet (S. "Glanduin"). Most hold it to be that area north of Gondor's traditional western border. Eriador loosely translates as the "Empty Lands" and includes the regions of Minhiriath, Eregion, Cardolan, Rhudaur, Arthedain, and, by most, Dunland, and Enedhwaith.

Fornost Erain—(S. "Northern Fortress of the Kings"). Also called the "Norbury of the Kings," Fornost originally served as the refuge and summer retreat for the Kings of Arnor. Between T.A. 250 and 850, the court gradually shifts from the royal capital at Annúminas to Fornost. This fortified city becomes the capital when Arnor is split in T.A. 861.

Forodwaith—(S. "Folk of the Northern Lands"). This term applies to the peoples of the Forochel (S. "Icy North") region of northwesternmost Middle-earth. It is sometimes loosely interpreted as meaning the "Lands of the Northern Folk," which has led many men to use the label to describe the territory north of Eriador traditionally dubbed the "Northern Waste." The Lossoth is the chief group of Forodwaith.

Free Peoples—The "good" races of Middle-earth: Elves, Dwarves, Hobbits, and Men (especially the Dúnedain); specifically those races which opposed to Sauron.

Gondor—(S. "Stone-land"). Also known as the South Kingdom, Gondor is the great Dúnadan realm that lies west of Mordor and north of the Bay of Belfalas. It includes a number of regions: (clockwise from the north) Calenardhon (Rohan after T.A. 2510); Anórien; Ithilien; Lossarnach; Lebennin; Belfalas; Lamedon; Anfalas (including Pinnath Gelin); and Andrast. Osgiliath on the Anduin serves as the Gondorian capital until T.A. 1640, when the throne is moved to Minas Anor (Minas Tirith).

Gwathló—(S. Gwathir or "River of Shadow"; W. "Greyflood;" A. Agathurush). The wide, slow-moving river that cuts through southeastern Eriador. Formed by the confluence of the rivers Mitheithel (Hoarwell) and Glanduin, it carries water south-westward into the Belegaer. The Gwathló separates Minhiriath from Enedhwaith (Enedwaith) and forms the long southeastern border of Cardolan. Both Tharbad and Lond Daer are situated on its banks.

Harad—(S. "South"). The vast region located below the river Harnen, south of Gondor and Mordor. Although (periodically) autonomous, Umbar is in Harad.

Misty Mountains—(S. "Hithaeglir"). Snow- and mist-capped mountains which run southward for 900 miles from the upper Anduin Vales to the Isen Gap (Gap of Rohan). The daunting Misty Mountains form the western boundary of both the Anduin Valley (S. Nan Anduin") and (according to some) Rhovanion.

Mount Gundabad—The greatest massif in the northeastern Misty Mountains, Mount Gundabad commands the narrow gap between the Misty and Grey Mountain ranges. Thus, it is the most strategic height overlooking the northern Anduin Vales. A huge Orc-hold is situated beneath the mountain, an Orc-kingdom that pays tribute to the Witch-king of Angmar. Orcs issued from this stronghold to assail Erebor in the Battle of Five Armies. Azog and, later, his son Bolg are the two most famous Lords of Gundabad.

Nazgûl—(Ringwraith). One of the Nine who, as Mannish kings, accepted and were corrupted by the Rings of Power forged by Sauron.

Númenor—(S. "West-land" or "Westernesse"). The large, fertile island continent located in the middle of the Great Sea (S. "Belegaer") from its creation at the beginning of the Second Age until its destruction in S.A. 3319. The westernmost home of mortal Men, Númenor was often called Andor (S. "Land of the Gift"), for it was a reward for the Edain's aid in the struggle against Morgoth during the First Age. From S.A. 32 until its Downfall (A. Akallabêth), Númenor was occupied by the High Men (Edain) of the West, who became known as the Dúnedain (Númenóreans). These proud Men were the ancestors of the Dúnadan race that later dominated western Endor.

Rhudaur—(S. "East Wood"; D. "Place of Roaring Red-gold"). Easternmost of the three sections of Arnor, Rhudaur is the wildest, ruggedest, and least populated region in the North Kingdom. When Arnor is sundered in T.A. 861, Rhudaur becomes an independent realm. Its sparse Dúnadan aristocracy loses control of the kingdom in T.A. 1349, and during the following year Rhudaur goes to war with Cardolan and Arthedain. Although a distinct state until T.A. 1409, it is a subject-state of the Witch-king of Angmar for the last sixty years of its existence.

Trolls—Morgoth bred the first Trolls (S. Tereg, sing. Torog) during the Great Darkness of the Elder Days in mockery of Ents, giving his repulsive creations a substance of stone, with comparable strength, hardness, and intellect. The original Stone-trolls have over the ages diversified into several other species, including Hill-, Cave-, and Snow-trolls. Stone-trolls are still the most numerous sort, ranging throughout the broken lands of Rhudaur. Hill-trolls stalk the lower slopes of the Misty Mountains, while Snow-trolls lurk amidst the upper peaks and glaciers. Cave-trolls haunt the caverns beneath the mountains never venturing onto the surface of the world.

Trolls are a collossal race, 9-11 feet high, with thick bodies and limbs, and tough hides of overlapping scales. Most are greenish or grey, but the rare Snow-trolls are white. Troll blood is black and steaming.

Immensely strong, their ferocity is terrifying, and in battle Trolls are utterly fearless, attacking with crude battering weapons or naked claws and fangs until victorious or slain. Like common Orcs, Trolls can see at night as though it were brightest day, and possess limited vision even in absolute subterranean darkness (Cave-trolls are the most perceptive). Principal Trollish handicaps are direct sunlight, which transforms them back to lifeless stone, and phenomenal stupidity.

Undead—Beings whose bodies have died but whose spirits have not yet departed from Arda, or creatures of Shadows who remain tied to the mortal world as a result of some heinous enchantment.

Witch-king—The Witch-king of Angmar, also called the Lord of Morgul, is the chief of the Nazgûl; he is the Lord of the Nazgûl and possesses the greatest power of independent action.

Worm—A term roughly corresponding to drake or dragon, but often used more generally to describe any powerful, serpentine creature.

13.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
ANGMAREAN LORDS										
Witch-king	60	360	Pl/20	120	N	N	180bs	90cp	30	Nazgûl Lord. Black Númenórean Mage/Sorcerer. Ag100, Co101, SD40(100), Me101, Re101, St101, Qu101, Pr90(120), Em0(100), In101. Knows all Base Sorcerer/Mage lists to 60th lvl and all Base Ranger lists to 10th lvl (MERP), and all Closed Essence and Closed Channeling lists to 10th lvl (RM). Base spell OB is 60; directed spell OB is 90. 180PP. (Stats in parentheses indicate the Witch-king's abilities when Sauron is focused on his minion.)
Rogrog	20	220	RL/11	40	Y	(A/L)	200ma	140ro	10	Olog Warrior. Warlord of the Uruk-Engmair. Ag96, Co100, SD36, Me76, Re83, St101, Qu98, Pr97, Em21, In90. Knows 1 Open Channeling list to 5th lvl. 16PP. Bears Bloodspike, a +60 Club of Man-slaying; +20 Mace of Firebolts (3x/day; 120' range); nine +30 Rocks of Slaying (200' range; must call out victim's name).
Angûlion	32	119	Pl/20	65	N	(A/L)	90qs	25da	5	Dúnadan Mage/Sorcerer. Black Númenórean. Mouth of the Witch-king. Ag100, Co80, SD98, Me90, Re91, St60, Qu95, Pr95, Em101, In100. Carries +30 Staff that serves as x6 PP multiplier and permits spells to be cast at 9 mile range (1x/mo). Wears +60 non-encumbering Robes that protect as AT Pl/20 (+30 RR bonus); Pectoral that amplifies voice to 9000' range and casts *Fear, Hold Person,* or *Sleep* (300' rad.; 9x/day). Knows all Base Mage, Open Channeling, and Open Essence lists to 10th lvl (MERP); all base Base Sorcerer, 4 Closed Essence, and 4 Closed Channeling lists to 30th lvl (RM). 96PP.
Dairkan	30	188	Pl/20	60	Y	(A/L)	175bs	175cp	5	Umbarean Warrior. Black Númenórean. Mornartur (Warlord) of the Angmarim. Warden of Carn Dûm. Ag100, Co76, SD90, Me95, Re99, St100, Qu100, Pr95, Em93, In90. Carries a +15 Long Sword that detects Dúnedain and Elves (300' range) and is permanently coated with 15th lvl Adku poison. Wears Cloak of Shadows; +25 Boots of Balance. Knows 3 Open Essence lists to 5th lvl. 30PP.
Ulrac	27	165	Ch/16	50	Y	(A/L)	195fa	175gé	10	Asdriag (Easterling) Warrior. Warden of Morkai. Ag99, Co99, SD88, Me76, Re94, St95, Qu97, Pr88, Em35, In76. Wears +10 Fell Beast hide coat that protects like a chain hauberk. Carries +20 non-fumbling Gé (Killing-bola) that strikes like a Flail and delivers a Grappling crit with any other crit; +15 Katana that allows wielder to trade 15 from DB to OB (3x/day). Knows 2 Open Channeling lists to 5th lvl. 27PP.
Driuecared	20	220	Pl/19	40	Y	(A/L)	200ma	140ro	5	Eriadoran Northman Warrior. Warden of the Ettenmoors. Ag100, Co97, SD91, Me92, Re94, St90(100), Qu99, Pr97, Em42, In83. Wears Belt of Durin the Deathless which (for Dwarves) multiplies damage delivered by 7x (7x/day; 8 rnds. duration) or (for Men) confers 100 St. Carries +10 Ageless Mattock that will not rust or break. Knows 1 Open Channeling list to 5th lvl. 20PP.
Dâurukh	21	178	RL/11	50	Y	(A/L)	200ma	140ro	15	Ûsakani Warrior. Black Númenórean. Angmarean Warden of Rhudaur. Ag90, Co98, SD97, Me94, Re99, St95, Qu92, Pr90, Em87, In84. Bears +15 Sword of Pain that casts Shock Bolt (3x/week); +20 Boomerang that casts *Spasm* or *Stun Cloud* (200' range; 1x/day). Wears +20 Water Drake hide armor (no crit on 01-10). Knows 1 Open Essence list to 5th lvl. 21PP.
Sakalurë	24	171	Pl/19	50	Y	(A/L)	174bs	174net	5	Umbarean Warrior. Black Númenórean. Warden of En Udanoriath. Ag98, Co97, SD92, Me95, Re90, St95, Qu87, Pr90, Em89, In86. Carries +10 Net that inflicts Gr crit with any other crit; +15 Broadsword (+30 on boat); Bracer of Underwater Breathing (30 rnds; 3x/day). Knows 1 Open Channeling list to 5th lvl. 24PP.
Khursh	20	165	RL/11	50	(Y)	(A/L)	155bs	155shur	10	Variag Warrior. Lord of the Horsemen. Ag99, Co90, SD94, Me92, Re96, St90, Qu95, Pr87, Em96, In86. Carries +10 Broadsword that delivers lethal 10th lvl poison attack with any crit; +10 Shuriken. Wears +10 Sand Drake skin armor with arm scales that negate arm crits. Knows 1 Base Ranger list to 5th lvl. 20PP.
Camthalion	29	129	Pl/19	30	N	N	100jó	55jó	10	Avar Elf Animist/Evil Cleric. Silvan High-priest of the Colleges of Darkness. Ag100, Co70, SD97, Me93, Re81, St61, Qu94, Pr95, Em98, In101. +15, non-fumbling Jó delivers extra K crit with each crit, and casts *Sleep X* (MERP) or *Dark Sleep* (RM) (2x/day). Wears +20 Jade Cloak, and Dragon-horn skullcap that negates head crits on 01-15 and casts continous *Control Undead V*. Knows all Base Animist, Open Channeling, and Open Essence lists to 10th lvl (MERP); all base Evil Cleric and 8 Closed Channeling lists to 29th lvl (RM). 87PP.
Ulduin	23	111	Pl/20	20	N	(A/L)	105fl	40da	5	Half-orc Animist/Sorcerer. Sorcerer-priest. Ag96, Co90, SD87, Me81, Re83, St91, Qu89, Pr88, Em101, In99. Carries +15 non-fumbling Flail delivers P crit with any other crit and casts *Utterdark* (MERP) or *Darkness* (RM) (3x/day). Wears +15 Greaves that negate arm and leg crits on 01-10; Sash that confers +30 St, protects like AT/20, and serves as x3 PP multiplier. Knows all Base Animist, Open Channeling, and Open Essence lists to 10th lvl (MERP); all base Base Sorcerer, 3 Closed Essence, and 3 Closed Channeling lists to 20th lvl (RM). 69PP.
Ulgarin	28	127	Pl/20	20	N	(A/L)	105fl	40da	5	Half-elf Animist/Mystic. Sorcerer-priestess. Ag93, Co80, SD93, Me91, Re79, St51, Qu97, Pr97, Em101, In98. Carries +20 Trident that strikes as a spear and casts +20 Waterbolts (3x/day). Wears +20 Wristlet that confers +30 Ag and serves as x3 PP multiplier; Veil that permits wearer to see in all directions simultaneously and equally well at night or day, negates arm and leg crits on 01-05, and protects like AT/20. Knows all Base Animist, Open Channeling, and Open Essence lists to 10th lvl (MERP); all base Base Astrologer, 4 Closed Mentalism, and 3 Closed Channeling lists to 25th lvl (RM). 56PP.
Harband	20	174	Ch/16	50	Y	(A/L)	160wm	160sp	10	Umbarean Warrior. Black Númenórean. Lord of the Hoerk. Ag97, Co90, SD85, Me87, Re93, St97, Qu97, Pr88, Em56, In79. Carries +10 Ice Mattock that delivers +30 Icebolt when striking (3x/day). Wears +10 ultra-light Chain Hauberk (+10 to RRs). Knows 1 Base Animist list to 5th lvl. 20PP.

13.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
BLACK RANGERS										
Harluinar	15	90	RL/9	35	Y	N	95fa	95sp	5	Estaravë (Rural Man) Ranger. Ag98, Co92, SD89, Me79, Re77, St98, Qu92, Pr87, Em81, In90. Carries a Spear of Wolf-slaying. Has 16 Ambush skill ranks. Knows 5 Base Ranger lists to 20th lvl. 15PP.
Sarkar	15	85	RL/9	35	Y	N	90ss	85cp	10	Estaravë (Rural Man) Ranger. Ag97, Co93, SD91, Me77, Re86, St99, Qu94, Pr88, Em90, In95. Carries a Bow of Wolf-slaying. Has 14 Ambush skill ranks. Knows 5 Base Ranger lists to 20th lvl and 2 Open Channeling lists to 10th lvl. 30PP.
Carmil	8	62	RL/9	30	Y	N	70ss	70cp	5	Eriadoran Northman Ranger. Ag98, Co90, SD79, Me76, Re78, St98, Qu91, Pr69, Em86, In93. Wears Ring of Track Detection (50' range). Has 9 Ambush skill ranks. Knows 3 Base Ranger lists to 10th lvl.8PP.
Farrenar	6	70	RL/9	35	Y	N	60ha	45sp	5	Estaravë (Rural Man) Ranger. Ag96, Co91, SD76, Me72, Re74, St97, Qu90, Pr47, Em88, In94. Wears Ring of Track Detection (25' range). Has 6 Ambush skill ranks. Knows 2 Base Ranger lists to 10th lvl. 6PP.
KUSKA NPCS										
Haren	6	83	RL/13	35	Y	N	87wh	87sp	10	Eriadoran Northman Warrior. Smith. Ag100, Co99, SD69, Me70, Re56, St98, Qu72, Pr56, Em48, In70.
Dumfa	2	30	RL/9	30	Y	N	45ha	40sp	5	Dunlending Warrior. Innkeeper. Ag92, Co91, SD76, Me58, Re67, St91, Qu91, Pr49, Em65, In67.
Cuthan	3	42	RL/9	30	Y	N	65ha	60sp	5	Estaravë (Rural Man) Warrior. Carpenter. Ag94, Co90, SD61, Me66, Re89, St82, Qu90, Pr34, Em75, In23.
Hujai	5	63	RL/10	5	N	A	90ba	75ha	5	Estaravë (Rural Man) Warrior. Carpenter. Ag94, Co95, SD61, Me66, Re89, St82, Qu90, Pr34, Em75, In43.
Pultar	3	45	RL/9	30	Y	N	60ma	60sb	5	Estaravë (Rural Man) Warrior. Cobbler. Ag98, Co91, SD59, Me89, Re74, St96, Qu96, Pr81, Em32, In40.
Nudan	6	68	Ch/14	35	Y	N	95ha	90sp	5	Dunlending Warrior. Guard-captain. Ag93, Co92, SD45, Me84, Re73, St94, Qu86, Pr77, Em39, In82.
Foskat	5	65	Ch/14	30	Y	N	80ha	80sp	5	Dunlending Warrior. Guard-sergeant. Ag97, Co90, SD43, Me77, Re86, St92, Qu85, Pr41, Em49, In79.
Furish	4	60	RL/9	30	Y	N	75bs	70sp	0	Dunlending Warrior. Farmer and patriarch. Ag98, Co91, SD39, Me62, Re92, St98, Qu100, Pr64, Em57, In40.
Tremac	4	63	RL/9	30	Y	N	75bs	75sp	10	Dunlending Warrior. Farmer and 1st son of Furish. Ag98, Co94, SD39, Me62, Re92, St98, Qu100, Pr64, Em57, In40.
Furish-dign "Young Furish"	3	58	RL/9	30	Y	N	68ha	68sp	5	Dunlending Warrior. Farmer and 2nd son of Furish. Ag46, Co93, SD82, Me89, Re91, St67, Qu22, Pr91, Em70, In94.
Varen	4	61	RL/9	30	Y	N	75bs	75sp	5	Dunlending Warrior. Farmer and 3rd son of Furish. Ag97, Co90, SD43, Me77, Re86, St90, Qu98, Pr41, Em49, In79.
Surnir	2	42	RL/9	30	Y	N	40bs	40sb	5	Dunlending Warrior. Farmer and 4th son of Furish. Ag98, Co94, SD39, Me62, Re92, St98, Qu78, Pr64, Em57, In40.
Pureneir	3	48	RL/9	30	Y	N	60bs	60sp	5	Dunlending Warrior. Shepherd. Ag98, Co95, SD39, Me62, Re92, St98, Qu84, Pr64, Em57, In40.
BARAD MORKAI										
Jukath	10	120	Pl/19	45	Y	N	125th	115sp	5	Half-nûriag Warrior/Fighter. Ag98, Co97, SD70, Me77, Re86, St93, Qu94, Pr66, Em53, In77. Carries +10 Usriev that acts as two-hand sword or spear. Wears shield attached to arm; Boots of Riding that enable him to fight from the back of a riding beast without incurring any OB or DB penalty. His Ring serves as a +3 spell adder and enables him to instantly cast *Dark V* (2x/day). Knows 1 Base Ranger list to 10th lvl. 10PP.
Ukandar	8	103	Pl/19	35	Y	N	100fa	105cp	0	Rhudauran (Dúnadan) Warrior. Senior cavalry commander. Ag98, Co99, SD96, Me71, Re67, St97, Qu91, Pr38, Em63, In98. Carries 3rd lvl Sword of Blade-eating (if struck by foe during a parry, foe's weapon must make a RR at foe's lvl, failure resulting in weapon breaking).
Durac	7	92	Pl/17	35	Y	N	95fl	95cp	10	Umbarean Warrior. Black Númenórean. Junior cavalry commander. Ag97, Co94, SD78, Me71, Re84, St100, Qu88, Pr80, Em56, In58. Carries +15 Flail; +10 Falchion; +15 Lance (on horse).
Huskash	9	113	RL/10	40	Y	L	110bs	115sp	10	Drel Warrior. Wolf-rider Commander. Ag97, Co94, SD62, Me64, Re78, St98, Qu96, Pr40, Em86, In34. Carries +15 Spear and Broadsword; +10 Target Shield that can be thrown as fighting discus (= +20da).
(Garmarca)	6	120	SL/4	35	—	—	100LBi/70MCl	—	30	Hushkash's War-warg. VF/FA.

13.1 MERP/RM NPC TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Jeshan	5	60	RL/10	30	Y	A/L	80ha	85ha	15	Eriadoran Scout/Rogue. Northman. Ag98, Co84, SD82, Me89, Re91, St96, Qu22, Pr91, Em70, In67. Carries Baw (+10 Ice-axe) and Cabis (Throwing-axe; 100' range).
Ormar	7	99	RL/9	30	Y	N	100fa	95ja	10	Brygath Scout/Rogue. Easterling. Ag97, Co69, SD43, Me77, Re86, St100, Qu98, Pr41, Em49, In79. Carries +5 Dag (Falchion); Kynac (dagger that uses rapier table).
Purth	6	87	Ch/14	35	Y	A/L	90ha	90sp	15	Estaravë Northman Warrior. Ag98, Co74, SD39, Me62, Re92, St98, Qu100, Pr64, Em57, In40.
Akonid	5	57	RL/10	30	Y	A/L	90ml	75cp	15	Asdriag Scout/Rogue. Easterling. Aka Akth. Ag98, Co91, SD39, Me62, Re72, St98, Qu100, Pr64, Em57, In90. Carries Usriev that acts as two-hand sword or spear. Wears shield attached to arm. His Lip-ring is a +3 Channeling spell adder. Knows 2 Open Channeling lists to 5th lvl. 5PP.
Fornagath	11	131	RL/10	45	Y	A/L	125fl	130cp	10	Northman Warrior/Fighter. Commander of Ulrac's bodyguard. Ag93, Co91, SD80, Me77, Re86, St99, Qu96, Pr54, Em64, In87. Carries +10 Flail that he can wield in one hand; +5 Dag (Falchion). His Flute is a x2 Channeling PP multiplier. Knows 1 Open Channeling list to 5th lvl. 11PP.

MINDIL CARGASH

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Heludar	6	78	Pl/17	35	Y	N	90wh	85cp	5	Logath (Easterling) Warrior. Garrison Commander. Ag99, Co94, SD62, Me64, Re78, St98, Qu94, Pr40, Em86, In54. Carries +5 War Hammer; +10 Composite Bow. Knows 1 Open Essence list to 5th lvl. 6PP.
Keemac	5	64	RL/10	30	Y	N	80ma	80sb	0	Urgath (Easterling) Warrior. Garrison subcaptain. Ag76, Co94, SD82, Me89, Re91, St67, Qu22, Pr91, Em70, In94.Carries +5 Mace; +10 Shortbow.
Harec	4	69	RL/9	30	Y	N	85bs	80cp	15	Dunlending Scout/Rogue. Senior patrol leader. Ag100, Co67, SD53, Me77, Re86, St97, Qu98, Pr41, Em49, In89. Wears +5 Kine-hide breastplate. Carries +5 Broadsword; +10 Composite Bow. Knows 1 Base Ranger list to 5th lvl. 4PP.
Falryen	4	57	RL/9	30	Y	N	75ss	75lb	15	Gramuz Scout/Thief. Northman. Patrol leader. Ag100, Co65, SD68, Me62, Re92, St90, Qu99, Pr45, Em80, In43. Carries +10 Shortsword; +5 Longbow.
Geer	4	55	RL/9	30	Y	N	80bs	80ja	10	Nûrniag Scout/Rogue. Easterling. Patrol leader. Ag98, Co74, SD39, Me68, Re72, St93, Qu91, Pr64, Em37, In70. Carries +5 Longsword; +5 Javelin.

BARAD ELDANAR

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Arkish	12	111	Pl/20	35	Y	N	110bs	105cp	5	Adekdaran Scout/Rogue. Easterling. Garrison Commander. Ag99, Co80, SD80, Me73, Re53, St96, Qu94, Pr87, Em93, In47. Uses + 10 Shield that serves as +2 spell adder. Carries +5 Bastard Sword; +5 Composite Bow. Knows 2 Open Essence lists to 5th lvl. 12PP.
Elosian	4	20	No/1	20	N	N	20da	15sb	15	Rhudauran (Dúnadan) Mage. Wife of Arkish. Ag97, Co60, SD76, Me93, Re91, St52, Qu98, Pr100, Em99, In92. Her mithril circlet is a x2 PP multiplier. Knows 3 Base Mage and 3 Open Essence lists to 10th lvl. 8PP.
Rhukar	9	109	Pl/17	35	Y	N	105bs	105cp	5	Rhovanion (Dúnadan) Warrior. Arkish's lieutenant. Ag99, Co92, SD32, Me64, Re88, St98, Qu99, Pr40, Em26, In94. Carries +5 Mace; +5 Broadsword coated with 3rd lvl Kly poison.
Kelai	4	29	No/1	15	N	N	60ss	50da	25	Rhovanion Scout/Thief. Northman. Courtesan; Lives with Rhukar. Ag100, Co67, SD56, Me88, Re90, St55, Qu99, Pr99, Em39, In92. Her + 10 Long Knife strikes like a Shortsword and is a +3 spell adder. Knows 2 Open Channeling lists to 5th lvl. 4PP.

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Ornil	4	28	No/1	10	N	N	30ss	35cp	10	Eriadoran Animist/Lay Healer. Northman. Physician. Ag94, Co76, SD61, Me90, Re90, St48, Qu96, Pr98, Em87, In90. Knows 5 Base Animist/Lay Healer lists to 10th llvl. 8PP.
Herion	7	60	SL/9	30	Y	N	60ha	40sp	5	Eriadoran Northman Ranger. Tracker. Ag93, Co96, SD78, Me81, Re84, St92, Qu92, Pr65, Em99, In92. Knows 3 Base Ranger lists to 10th lvl. 7PP.
Carfe	6	48	SL/9	20	Y	N	50ha	40cp	0	Chey (Easterling) Ranger. Black Ranger. Ag83, Co94, SD80, Me77, Re78, St90, Qu74, Pr36, Em94, In91. Knows 2 Base Ranger lists to 10th lvl. 6PP.
Surk	6	45	SL/9	25	Y	N	45ss	30cp	0	Eriadoran Northman Ranger. Tracker; Arthadan spy. Aka Arleg. Ag82, Co98, SD85, Me80, Re81, St91, Qu73, Pr45, Em90, In92. Knows 2 Base Ranger lists to 10th lvl. 6PP.
Dûmra	7	91	Ch/13	20	Y	N	95ss	95sp	0	Nûrniag (Easterling) Warrior. Aka Uthour. Ag86, Co92, SD32, Me55, Re91, St93, Qu88, Pr91, Em70, In34.
Orash	6	83	SL/9	30	Y	N	80bs	85sp	5	Sagath (Easterling) Warrior. Aka Cileto. Ag94, Co91, SD43, Me77, Re54, St92, Qu68, Pr39, Em49, In79.
Furn	6	94	Ch/14	35	Y	L	90bs	90lb	5	Dunlending Warrior. Patrol leader. Ag90, Co90, SD49, Me66, Re55, St97, Qu78, Pr44, Em67, In39.

KEY TO THE MASTER NPC AND MASTER MILITARY TABLES

Codes: The following abbreviations are used below: Lvl=Level; Hits=Concussion Hits; AT=Armor Type; DB=Defensive Bonus; Sh=Shield; Gr=Greaves; OB=Offensive Bonus; MovM=Movement and Maneuver Bonus.

AT (Armor Type): Two letter codes give the character/creature's MERP armor type: No=No Armor; SL=Soft Leather; RL=Rigid Leather; Ch=Chain; Pl=Plate. The number is the equivalent Rolemaster armor type: 1=No Armor; 2=Robes; 3=Soft Hide (as skin); 4=Heavy Hide (as skin); 5=Leather Jerkin; 6=Leather Jerkin and Greaves; 7=Leather Coat; 8=Reinforced Leather Coat; 9=Leather Breastplate; 10=Leather Breastplate and Greaves; 11=Half-hide Plate (as skin); 12=Full-hide Plate (as skin); 13=Chain Shirt; 14=Chain Chirt and Greaves; 15=Chain Mail Suit; 16=Chain Hauberk; 17=Metal Breastplate; 18=Meatl Breastplate and Greaves; 19=Half-plate; 20=Full Plate.

Weapons— Weapon abbreviations follow the OBs: ba=battle axe; bo=bola; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; pa=pole arm; qs=quarterstaff; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock.

DB (Defensive Bonus): Note defensive bonuses include stats, shield, armor, skills, and other items where possible.

OB's (Offensive Bonuses): Weapon abbreviations follow OB's: ba=battle axe; bo=bola; br-bastard sword; bs=broadsword; cl=club; cp=composite bow; da=dagger; fa=falchion; ha=hand axe; hb=halbard; hcb=heavy crossbow; ja=javelin; la-lance; lb=longbow; lcb=light crossbow; ma=mace; ml=mounted lance; Mr-Martial Arts (both strikes and sweeps); ms-morning star; pa=pole arm; qs=quarterstaff; ra-rapier; ro=rock (Rock=Fall/Crush attack); sb=short (or horse) bow; sc=scimitar; sl=sling; sp=spear; ss=short sword; St-Martial Arts Striking; Sw-Martial Arts Sweeps and Throws; th=two-hand sword; ts=throwing star; wh=whip; wh=war hammer; wm=war mattock. Melee and missile offensive bonuses include the bonus for the combatant's best weapon in that category.

Stats: Ag=Agility, Co=Constitution, SD=Self=Discipline, Me=Memory, Re=Reasoning, St=Strength, Qu=Quickness, Pr=Presence, Em=Empathy, In=Intuition. For MERP, average Re and Me for Intelligence (IG).

Animal Attacks— See Table 13.1 for codes.



Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
ANGMAREAN ENCHANTERS (SPELL-USERS)										
Powerful spell-casters, these Men serve the Witch-king in various capacities. All maintain quarters in Carn Dûm, but many live elsewhere for most of the year.										
Astrologers	7	30	No/2	15	N	N	40ss	30ja	5	Dúnadan Mages/Astrologers.
Number 21. Divine the future and help plan the destruction of the Dúnadan of the North. Wear crown-shaped Brooches that act as +4 spell adders. Carry +5 Javelins that fold into 3' scabbards. Know 5 Base Mage/Astrologer and 4 Open Essence lists to 10th lvl; 2 Base Animist/Seer lists to 5th lvl. 14PP.										
Evil Clerics	8	55	No/1	25	N	N	70ma	30da	5	Animists/Evil Clerics.
Black Númenórean. Number 20. Act as the Witch-king's High-priests. Carry +20 Maces that act as x3 Channeling PP multipliers. Know 5 Base Animist/Evil Cleric and 5 Open Channeling lists to 10th lvl; 2 Base Mage lists to 5th lvl or 3 Open Channeling lists to 10th lvl. 16PP.										
Healers	10	66	No/2	20	N	N	35qs	-20	15	Northman Animists/Healers.
Number 15. Act as the Witch-king's physicians. Wear silk Gloves that act as +5 Channeling spell adders. Know 5 Base Animist/Healer and 5 Open Channeling lists to 10th lvl; 2 Base Bard lists to 5th lvl or 5 Closed Channeling lists to 10th lvl. 20PP.										
Mages	10	39	No/2	20	N	N	35qs	-20	5	Dúnadan Mages/Evil Mages.
Number 6. Act as researchers, librarians, and assistants to the Witch-king. Carry Staves that act as x3 PP multipliers. Know 5 Base Mage/Evil Magician and 5 Open Essence lists to 10th lvl; 2 Base Animist lists to 5th lvl or 5 Closed Essence lists to 10th lvl. 20PP.										
Sorcerers	9	36	No/3	25	N	N	40da	-20	10	Mages/Sorcerers.
Black Númenórean. Number 6. Act as the Witch-king's eyes and ears. Wear iron Rings that act as x3 PP multipliers. Know 5 Base Mage/Sorcerer, 4 Open Essence, and 3 Open Channeling lists to10th lvl. 18PP.										
ANGMARIM (MEN OF ANGMAR)										
These Men are drawn from various allies and subject peoples, but do not include the armies of the Witch-king's vassals (e.g., the Lord of Gundabad).										
Hoerk Aran	15	155	Pl/19	30	Y	(A/L)	160ma	140cp	10	Mix of Men Warriors.
Number 60. Elite bodyguard. Dark grey armor emblazoned with symbol of red ring. Wear real Warg-head over their helmets.										
Hoerk Tereg	18	170	RL/12	60	N	N	175fl	150sl	5	Olog Warriors.
Number 6. Elite Troll bodyguard. Extremely close to the Witch-king, they operate at night. Use Large Creature Critical Tables.										
Rangers	9	105	RL/9	30	N	N	85ha	75cp	20	Mix of Men Rangers.
Number 60. Trained to operate in any weather or at any time of day or night. Most live off the land and employ Nature Signs as a way of communicating. Each is equipped with a +10 Kine-hide breastplate. Know 5 Base Ranger lists to 10th lvl. 9PP.										
Trackers	7	65	RL/9	20	N	N	65ha	45cp	20	Mix of Men Rangers.
Number 200. Lesser-trained outdoorsmen who perform patrol and tracking duties along the border. Know 5 Base Ranger lists to 10th lvl. 7PP.										
Horsemen	5	65	Ch/15	30	Y	(A/L)	95ml	75sb	10	Easterlings Warriors.
Number 3,000. Large mix of Easterling and Northman tribesmen organized according to tribal and clanal groupings. Six principal confederations include Asdriag, Brygath, Gathmarig, Odhriag (Nûriag), Kykuria, and Sagath. Asdriags and Odhriags equipped with a +5 Usriev which acts as a lance or two-hand sword. Most ride small, sturdy, hairy horses, beasts related to those found on the northern plains of Rhûn. They are well-suited to the climate of northern Eriador.										
(Horses)	3	140	SL/3	20	—	—	50LTr	—	25	Hairy Medium Horse.
Number 7,000. F/F. Tough and fast, they operate effectively in cold, arid climates.										
Footmen	2	40	Ch/13	20	Y	N	50bs	50sb	0	Mix of Men Warriors.
Number 10,000. Rugged but poorly trained and lightly motivated infantry.										
URUK-ENGMAIR (ORCS OF ANGMAR)										
The vast majority of the Witch-king's war host is comprised of Orcs (S. Yrch; sing. Orch). This is a loose collection of tribal confederacies which contains over thirty tribes. Many are at war with one another, but all owe allegiance to the Olog Warlord Rogrog (see Master NPC Table).										
Ashkai	3	45	No/3	35	Y	N	65sc	20sp	5	Orch Warriors.
Number 1,200. Many use spears in combat. Most wear no armor other than a helmet. They are at war with the Kurkurum.										
Bagronkuz	2	44	SL/6	25	Y	L	50sc	30sb	5	Orch Warriors.
Number 1,500. A large but poor tribe that often (01-40) lacks helmets or (41-60) resorts to using animal skulls (if struck, treat as helmet on 01-50; break on 01-70) for protection.										
Durbalag	2	42	RL/9	25	Y	N	45sc	40sb	5	Orch Warriors.
Number 1,200. Fine archers. They favor lamb above all other delicacies and frequently prey upon Arthedain's flocks.										
Faulgurum	3	50	Ch/16	25	Y	(A/L)	60ma	20sp	-5	Orch Rangers.
Number 900. Some use spears in melee, but they are poor with missiles. Maintain an uneasy peace with the Lughoth.										
Kurkurum	3	60	Ch/16	20	Y	(A/L)	60sc	50sp	0	Orch Warriors.
Number 600. Some use two-hand swords. They are at war with the Ashkai.										
Larag-môsh	4	65	RL/10	10	N	A	75ba	40ja	10	Orch Warriors.
Number 265. Reliable miners and armorers who live in Carn Dûm.										

13.2 MERP/RM MILITARY TABLE

Name	Lvl	Hits	AT	DB	Sh	Gr	Melee OB	Missle OB	MovM	Notes
Lughoth	3	35	No/3	35	Y	N	50sc	20sb	5	Orch Warriors.
Number 2,400. Large tribe known for immediately blinding prisoners. Maintain an uneasy peace with the Faulgurum.										
Skuthrugrai	3	47	SL/6	5	N	L	60ha	30ha	5	Orch Warriors.
Number 1,200. Cannibalistic mountain tribe from eastern vales of the Great Spur of the Hithaeglir.										
Snagoth	2	45	Ch/13	20	N	N	45po	50ja	5	Orch Warriors.
Number 1,500. Snaga-hai. Known for using spears, javelins, and halbards dipped in poison (on 01-10, point coated with Kly).										
Sulmog-vrás	4	76	Ch/16	25	Y	N	85sc	55sp	0	Orch Warriors.
Number 300. Small, battle-hardened tribe that resides in the lower halls of Carn Dûm. Highly mobile, they ride War-wolves and operate with Bats. Operate on left flank of the main Orc-army in open battles.										
(War-wolves)	3	92	SL/3	30	—	—	75LBi	—	25	White Wolves.
Number 390. VF/F. Normally very fast, they are merely fast if ridden by an Orc or operating in snow. Rugged and well-suited to the icy North. This group also operates effectively indoors.										
(Bats)	1	12	No/1	60	—	—	30SBi/25MBi	—	90	Cloud (Vampire) Bats.
Number 150,000. VF/VF. Live in Carn Dûm. Operate in large, cloud-like flocks that provide cover for the Sulmog-vrás.										
Thopur-dorashk	2	39	SL/6	25	Y	N	50sc	20sp	0	Orch Warriors.
Number 300. Dominated by the Sulmog-vrás, they reside in Carn Dûm.										
Thrakburzum	2	43	Pl/17	25	Y	N	50ha	25sb	0	Orch Warriors.
Two groups number 750 and 1,500 resepctively. Superb armorers, the main group lives in and around Mount Gram, in the Great Spur of the Hithaeglir. The smaller group lives to the west.										
Trûpalog	6	95	Ch/16	25	Y	(A/L)	100ha	80sp	0	Orch/Uruk Warriors.
Number 200. Small but elite tribe assigned to guard and keep order in the lower halls of Carn Dûm. Highly mobile, they ride War-wolves and operate with Bats.										
(War-wolves)	3	92	SL/3	30	—	—	75LBi	—	25	White Wolves.
Number 270. VF/F. Normally very fast, they are merely fast if ridden by an Orc or operating in snow. Rugged and well-suited to the icy North. This group also operates effectively indoors.										
(Bats)	1	12	No/1	60	—	—	30SBi/25MBi	—	90	Cloud (Vampire) Bats.
Number 150,000. VF/VF. Live in Carn Dûm. Operate in large, cloud-like flocks that provide cover for the Trûpalog.										
Ulogarûm	4	80	Ch/13	25	N	N	80wh	75sb	5	Orch Warriors.
Number 810. A particularly brutal tribe known for its cannibalistic ways. Frequently war on or hunt other Orcs.										
Uroth-burm	4	75	Ch/15	30	Y	(A/L)	80sc	65sp	5	Orch Warriors.
Number 720. Highly mobile Wolf-riders. Operating in the highlands north of Arthedain, they are extremely aggressive.										
(War-wolves)	3	95	SL/3	35	—	—	70LBi	—	30	White Wolves.
Number 1,100. VF/F. Normally very fast, they are merely fast if ridden by an Orc or operating in snow. Rugged and well-suited to the icy North.										
Urughâsh	2	45	SL/7	20	Y	L	40sc	30sb	0	Orch Warriors.
Number 630. Aggressive, they are the most prone to launch raids into Arthedain.										
Uruk-kosh	4	77	Ch/14	25	Y	A/L	80ss	70sp	0	Orch Warriors.
Number 900. Led by Uruk-hai (see Uruk-uflag below). Well-disciplined Wolf-riders. Operate all over the Witch-king's empire.										
(War-wolves)	3	95	SL/3	35	—	—	70LBi	—	30	White Wolves.
Number 1,200. VF/F. Normally very fast, they are merely fast if ridden by an Orc or operating in snow. Rugged and well-suited to the icy North.										
Uruk-lûgât	2	41	SL/5	5	N	N	40sp	25sp	5	Orch Warriors.
Number 2,500. Backward mountain tribe from the Great Spur of the Hithaeglir. Unruly and unreliable.										
Uruk-uflag	8	110	Pl/19	40	Y	N	105bs	90cb	15	Uruk Warriors.
Number 300. Elite troops of the Uruk-hai used to insure order along the frontier. Small contingent of Wolf-riders.										
(Wargs)	5	150	SL/4	30	—	—	80LBi/60LCl	—	30	War-warg.
Number 10. VF/F. Very fast and extremely vicious. Can communicate in a variety of ways.										
Zêm-vîshturak	3	45	RL/9	5	N	N	50ja	20ja	0	Orch Warriors.
Number 250. Small tribe assigned to guard the lower halls of Carn Dûm. Wear +5 breastplates.										
Other Orcs	3	30	Ch/13	25	Y	N	50sc	20sb	0	Orch Warriors.
Number varies. Ten tribes of about 1,000 each scattered throughout the region.										
TEREG FORMEN (TROLLS OF THE NORTH)										
Hilketereg	14	181	RL/11	35	N	(A/L)	160ml	120sp	10	Torolos Warriors.
Number 24. Nocturnal Snow Trolls. Servants of the Witch-king, they live in the caves along the ridges south of the Northern Waste and around the Ice Bay of Forochel. Use Large Creature Critical Tables.										
Sharkai	18	170	RL/12	60	N	N	175fl	150sl	5	Torogamon Warriors.
Number 36. Stupid, but battle-trained Hill Trolls. They operate at night. Use Large Creature Critical Tables.										

Type	Lvl	#/ Enc	Size	Speed	Hits	AT	DB	(Primary/ Secondary/Tertiary) Attack	Notes
Bat	0	1-100	S	VF/VF	4	No/1	60	25Ti/—/—	Will not normally attack unless provoked.
Bat, G. Vampire	1	12-30	S	VF/VF	25	No/1	40	40SBi/40SCl	Causes 1-5 hits/rnd after a crit is achieved.
Bears:									
Black	4	1-5	M	MF/MF	150	SL/8	30	60LGr/70LCl/30MBi	Will not normally attack unless provoked.
Brown	5	1-2	L	MF/MF	170	SL/8	10	70LGr/60LCl/20MBi	May charge (60LBa); mean when provoked.
Cave	12	1-5	L	MF/FA	300	SL/8	40	95HBa/90LCl/85LGr/90LBi	Normal; huge retiring creatures.
North	10	1-2	L	FA/FA	240	SL/4	45	75LCl/80LGr/90LBi/90LBa	White, excellent swimmers.
Cliff Buzzard	2	2-10	S	VF/VF	30	No/1	50	40MCl/25SPi/—	Aggressive, band together against foes.
Crow	1	5-50	S	FA/MF	20	No/1	55	10SPi/10SCl/—	Hungry; attracted to shiny things.
Deer	1	1-10	M	VF/VF	45	No/3	35	15SHo/25TTs/—	Timid; only males have horns.
Drakes:									
Cave Drake	13	1	H	FA/FA	250	Pl/19	40	90HBi/50HCl/50HBa/80HHo	Use Super Large Crits.
Cold-drake	30	1	H	FA/FA	500	Pl/20	50	120HBi/120HCl/120HBa/ 80HHo	Use Super Large Crits.
Fire-drake	35	1	H	VF/FA	450	Ch/16	50	100HBi/140HCl/110HBa/ 70HHo/100FBr	Use Super Large Crits.
Ice-drake	30	1	H	FA/FA	450	Pl/20	55	110HBi/110HCl/110HBa/ 100HHo/90IBr	Use Super Large Crits.
Eagle, Golden	3	1-2	M	FA/FA	30	No/1	30	50MCl/50SPi/—	Aggressive.
Eagle, Great	20	1-5	L	VF/VF	250	RL/11	90	110HCl/80LPi/80LBa	Intelligent & good. Use Large Crits.
Elk, Great	4	1-10	L	FA/FA	110	No/3	25	55MHo/65MTs/—	Large and wily.
Giant	12	1	H	SL/MD	250	RL/11	20	80We/70LGr/100HCr/70ro	Very stupid, likes violence.
Goats, Mountain	3	3-36	M	MF/MF	60	No/4	35	50MHo/45MBa/35MTs	Males have horns. Aggressive.
Goats, Wild	2	1-12	M	FA/MF	50	No/4	30	40MHo/30MBa/30MTs	Males have horns. Mildly aggressive.
Hornets	1	10-100	T	VF/VF	1	No/1	40	0SSt/20MSt/poison	Encountered in swarms.
Kraken	30	1	H	MD/MD	375	RL/11	40	145HGr/145HPi/—	1-5 HGr attacks/rnd. Use Super Large Crits.
Lizard, Great	8	1-2	L	MF/FA	140	SL/7	30	90LBi/70MBa/—	Aggressive.
Losrandir	2	10-100	M	FA/MF	90	No/3	20	40MHo/35MTs/—	Hardy, gregarious deer.
Moose	3	1-2	L	FA/MF	180	No/4	20	55LBa/60LTs/—	Weighty beasts, but graceful.
Pit Viper	1	1-2	S	SL/VF	15	No/1	30	20SSt/poison/—	Lvl 5 muscle poison.
Serpent, Great	6	1-3	L	VF/MD	120	SL/7	20	60LCr/45MBi/—	Huge, constrictor snake.
Spider, Giant	5	2-20	M	MD/MF	45	SL/8	30	45SPi/50SSt/poison	Attacks in groups.
Trolls:									
Cave	12	1-5	L	MD/MD	220	RL/11	25	100HCl/85We/80ro	Use Large Creature Crits.
Hill	10	1-5	L	SL/MD	175	RL/11	20	95LBa/85LCl/60ro	Use Large Creature Crits.
Snow	13	1-2	L	MD/MD	180	RL/11	30	105HCl/80HBa/70we/80ro	Use Large Creature Crits.
Stone	7	1-5	L	SL/MD	150	RL/11	15	80LCl/65MBi/40we/60ro	Use Large Creature Crits.
Warg	6	4-20	M	VF/VF	150	SL/4	60	75LBi/60LCl/—	Operate in packs; warn Orcs of intruders.
Wolf, Grey	3	2-12	M	FA/FA	110	SL/3	30	55LBi/30MCl/—	Will not attack groups unless provoked.
Wolf, White	8	1-20	M	VF/VF	170	SL/4	70	90LBi/80LCl/—	Aggressive; most dangerous of all wolves.
Undead:									
Ghost, Lesser	5	1	M	FA/FA	100	No/1	30	60MBa/50We/special	Drain 3 CO/rnd (10'R).
Ghoul, Lesser	1	1-10	M	SL/MF	25	SL/4	10	25SBa/30SCl/20SBi	Stupid; infects wounds.
Skeleton	3	1-10	M	MD/MF	55	No/1	10	40We/50MBa/—	Will attack until destroyed.
Wight, Minor	10	1	L	SL/MD	90	RL/11	30	90We(Cold)/80LBa/special	Drain 5 CO/rnd (70'R). Illus. Mstry. lvl 10.

KEY

Codes: The statistics given describe a typical creature of that type. Most of the codes are self- explanatory: Lvl (Level), #Enc (number encountered), Size (Tiny, Small, Medium, Large, or Huge), Hits, and DB (Defensive Bonus). The more complex statistics are described below:

Speed: A creature's speed is given in terms of "Movement Speed/Attack Quickness": C = Creeping, VS = Very Slow, S = Slow, M = Medium, MF = Moderately Fast, FA = FAst, VF = Very Fast, BF = Blindingly Fast.

AT (Armor Type): The two letter codes gives the creature's MERP armor type (No = No Armor, SL = Soft Leather, RL = Rigid Leather, Ch = Chain, Pl = Plate); the number is the equivalent to the Role- master numeric armor type.

Attack: Each attack code starts with the attacker's Offensive Bonus. The first letter indicates the size of the attack; T = Tiny, S = Small; M = Medium, L = Large, and H = Huge. The last two letters indicate the type of attack; Ti = Tiny, Pi = Pincher/beak, Ba = Bash, Bi = Bite, Cl = Claw, Kr = Crush, Gr = Grapple, Ho = Horn, Ts = Trample/Stomp, St = Stinger, and We = Weapon. These codes may differ slightly from the MERP and Rolemaster codes. Each creature usually initiates combat using its "Primary" attack, which is the first attack listed. Depending upon the situation or success of the Primary attack, it may later use its "Secondary" or "Tertiary" (the next two attacks listed) attacks, perhaps all in the same round if previous attacks are very successful.

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
ANGMAREAN LORDS															
Witch-king	17,700	168	3	2	2	2	2	9	8	4	1	6	10	all	Nazgûl Lord
Rogrog	10,700	127	4	-1	-2	1	3	9	5	3	0	-1	-6	0	Troll Warrior
Angûlion	9,300	62	0	1	2	-1	1	-2	-1	3	0	5	10	all	Human Bard
Dairkan	8,700	113	3	1	0	-1	3	8	7	2	1	2	-5	2	Human Warrior
Ulrac	7,800	113	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Drulecared	5,700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Dâurukh	6,000	104	2	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Sakalurë	6,900	104	3	1	0	-1	3	8	7	2	1	2	-5	0	Human Warrior
Khursh	5,700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
Camthalion	8,400	66	0	2	2	1	1	0	1	1	1	5	9	14	Elf Bard
Ulduin	6,600	66	-1	1	2	1	1	0	1	1	1	5	9	14	Half-orc Bard
Ulgarin	8,100	66	-1	2	2	1	1	0	1	1	1	5	9	14	Half-elf Bard
Harband	5,700	104	2	1	0	-1	3	7	7	2	1	2	-5	0	Human Warrior
BLACK RANGERS															
Harluinar	4,200	67	1	0	1	-1	2	6	0	8	0	5	-2	0	Human Ranger
Sarkar	4,200	67	1	0	1	-1	2	6	0	8	0	5	-2	0	Human Ranger
Carmil	2,100	67	1	0	1	-1	2	4	-1	7	0	4	-2	0	Human Ranger
Farrenar	1,500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
KUSKA NPCS															
Haren	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Dumfa	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Cuthan	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Hujai	1,200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Pultar	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Nudan	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Foskat	1,200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Furish	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Tremac	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Young Furish	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
Varen	900	77	2	1	0	-1	3	4	4	1	0	1	-5	0	Human Warrior
Surnir	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0	Human Warrior
Pureneir	600	68	2	1	0	-1	3	4	4	1	-3	1	-5	0	Human Warrior
BARAD MORKAI															
Jukath	2,700	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Ukandar	2,100	86	2	1	0	-1	3	6	5	2	0	1	-5	0	Human Warrior
Durac	1,800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Huskash	2,400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Garmarca	*(see LoR Beast Table)*														
Jeshan	1,200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Ormar	1,800	49	1	1	0	1	1	3	2	2	4	5	-1	2	Human Scout
Purth	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Akonid	1,200	49	1	1	0	1	1	2	2	2	4	4	-1	2	Human Scout
Fornagath	3,000	95	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
MINDIL CARGASH															
Heludar	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Keemac	1,200	77	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Harec	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Falryen	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Geer	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout

13.4 LOR NPC TABLE

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
BARAD ELDANAR															
Arkish	3,300	58	1	1	0	1	1	3	3	3	5	5	-1	2	Human Scout
Elosian	900	53	0	0	2	-1	1	-2	-4	1	-4	3	6	8	Human Bard
Rhukar	2,400	86	2	1	0	-1	3	6	6	2	0	1	-5	0	Human Warrior
Kelai	900	49	1	1	0	1	1	2	2	2	3	4	-1	0	Human Scout
Ornil	900	53	0	0	2	-1	1	-2	-4	1	-4	3	6	8	Human Bard
Herion	1,800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Carfe	1,500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Surk	1,500	58	1	0	1	-1	2	4	-1	6	0	4	-2	0	Human Ranger
Dûmra	1,800	86	2	1	0	-1	3	5	5	2	0	1	-5	0	Human Warrior
Orash	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior
Furn	1,500	86	2	1	0	-1	3	5	5	1	0	1	-5	0	Human Warrior

13.5 LOR MILITARY TABLE

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	# Lang	Notes
ANGMAREAN ENCHANTERS (SPELL-USERS)																
Astrologers	1,800	53	0	0	2	-1	1	-2	-4	2	-4	3	8	10		Human Bard
Evil Clerics	2,100	53	0	0	2	-1	1	-2	-4	2	-4	3	8	12		Human Bard
Healers	2,700	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12		Human Bard
Mages	2,700	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12		Human Bard
Sorcerers	2,400	53	0	0	2	-1	1	-2	-4	2	-4	4	8	12		Human Bard
ANGMARIM (MEN OF ANGMAR)																
Hoerk Aran	4,200	95	2	1	0	-1	3	7	7	2	0	2	-5	0		Human Warrior
Hoerk Tereg	7,600	105	4	-2	-2	1	3	6	1	3	0	-1	-6	0		Troll Warriors
Rangers	5,700	76	2	0	1	-1	2	6	0	8	0	5	-2	0		Human Ranger
Trackers	1,800	67	1	0	1	-1	2	4	-1	6	0	4	-2	0		Human Ranger
Horsemen	1,200	77	2	1	0	-1	3	5	5	1	0	1	-5	0		Human Warrior
(Horses)	*(see LoR Beast Table)*															
Footmen	300	68	2	1	0	-1	3	3	3	1	-3	1	-5	0		Human Warrior
URUK-ENGMAIR (ORCS OF ANGMAR)																
Ashkai	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Bagronkuz	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Durbalag	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Faulgurum	600	44	0	1	1	1	2	0	2	5	-2	4	-3	0		Orc Ranger
Kurkurum	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Larag-môsh	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
Lughoth	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Skuthrugrai	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0		Orc Warrior
Snagoth	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Sulmog-vrás	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2		Orc Warrior
(War-wolves)	*(see LoR Beast Table)*															
(Bats)	*(see LoR Beast Table)*															
Thopur-dorashk	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Thrakburzum	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0		Orc Warrior
Trûpalog	1,500	81	0	2	0	1	3	4	6	-2	-1	1	-2	2		Orc Warrior
(War-wolves)	*(see LoR Beast Table)*															
(Bats)	*(see LoR Beast Table)*															

13.5 LOR MILITARY TABLE

Name	EP	End	Str	Ag	Int	Mov	Def	Mel OB	Mis OB	Gen	Sub	Perc	Mag	# Spells	Notes
Ulogarûm	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
Uroth-burm	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
(War-wolves)	*(see LoR Beast Table)*														
Urughâsh	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Orc Warrior
Uruk-kosh	900	72	0	2	0	1	3	3	5	-2	-1	1	-2	2	Orc Warrior
(War-wolves)	*(see LoR Beast Table)*														
Uruk-lûgât	300	63	0	2	0	1	3	2	4	-2	-1	1	-2	0	Orc Warrior
Uruk-uflag	2,100	81	0	2	0	1	3	4	7	1	-1	1	-2	2	Orc Warrior
(Wargs)	*(see LoR Beast Table)*														
Zêm-vîshturak	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0	Orc Warrior
Other Orcs	600	72	0	2	0	1	3	2	5	-2	-1	1	-2	0	Orc Warrior
TEREG FORMEN (TROLLS OF THE NORTH)															
Hilketereg	2,100	100	4	-1	-2	1	3	5	0	3	0	0	-6	0	Troll Warrior
Sharkai	2,400	90	4	-1	-3	1	3	5	0	3	0	0	-6	0	Troll Warrior

13.6 LOR BEAST TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Bats	1	5	3	7	2	0	-3	—	—
Bat, G. Vampire	4	4	2	6	10	1	-3	—	—
Bears									
Black	2	2	1	3	75*	4	3	—	—
Brown	3	2	1	3	100*	5	3	—	—
Cave	3	4	3	5	150†	5	3	—	—
North	3	4	2	5	120**	4	3	—	—
Cliff Buzzard	3	4	2	6	15	1	-3	—	—
Crow	6	4	2	5	10	-1	-3	—	—
Deer	8	2	0	4	22	0	0	—	—
Drakes									
Cave-drake	9	7	5	8	125‡	6	6	—	—
Cold-drake	9	8	6	9	250‡	8	6	—	—
Fire-drake	15	7	5	9	225‡	7	6	—	—
Ice-drake	9	8	6	9	225‡	7	6	—	—
Eagle, Golden	9	2	0	3	15	2	0	—	—
Eagle, Great	11	10	8	12	150†	8	6	—	—
Elk, Great	10	1	-1	2	55	3	3	—	—
Giant	8	3	3	3	125†	5	3	-2(rock)	x2
Goats, Mountain	7	0	-2	1	35	2	0	—	—
Goats, Wild	7	1	-1	2	30	2	0	—	—
Hornets	-1	3	1	5	0	-2	-6	—	—
Kraken	0	5	4	5	200‡	9	6	—	—
Lizard, Giant	-1	0	0	0	110	5	4	—	—
Losrandir	0	1	-1	2	45	2	0	—	—
Moose	5	1	0	1	70	3	3	—	—
Pit Viper	-3	4	4	4	7	0	-3	—	—
Serpent, Great	-4	1	1	1	60*	5	3	—	—
Spider, Giant	1	3	2	3	22	2	0	—	—

13.6 LOR BEAST TABLE

Name	Movement	Normal Defense	Charge Defense	Flee Defense	Endurance	Melee OB	Melee Damage	Missle OB	Missle Damage
Trolls									
Cave	1	3	2	3	110†	6	3	-2(rock)	6
Hill	1	34	3	3	87†	5	3	-1(rock)	4
Snow	2	4	3	4	90†	6	3	-1(rock)	5
Stone	2	2	2	2	75**	5	3	0(rock)	2
Warg	4	6	4	8	90*	4	3	—	—
Wolf, Grey	7	3	1	4	55	2	0	—	—
Wolf, White	6	7	5	9	85	4	0	—	—
Undead									
Ghost, Lesser	4	2	0	3	50†	3	0	—	—
Ghoul, Lesser	-2	1	1	1	12†	1	0	—	—
Skeleton	-3	0	-1	0	27	2*	0	—	—
Wight, Minor	4	5	5	5	75†	4	0	—	—
NPC TABLE BEASTS									
Garmarca, Hushkash's War-warg	4	6	4	8	95*	5	4	—	—
MILITARY TABLE BEASTS									
Horses	6	3	1	4	60	3	3	—	—
War-wolves	7	5	3	7	85*	5	3	—	—
Bats	6	4	2	6	7	0	-3	—	—
Wargs	4	6	4	8	90*	4	3	—	—

*—For these creatures treat "U" results as "25 damage" and for "K" results roll one die: on a 3-6 the result is a "K", otherwise the result is "30 damage."

**—For these creatures treat "U" results as "20 damage" and for "K" results roll one die: on a 4-6 the result is a "K", otherwise the result is "25 damage."

†—For these creatures treat "U" results as "15 damage" and for "K" results roll one die: on a 5-6 the result is a "K", otherwise the result is "20 damage."

‡—For these creatures treat "U" results as "10 damage" and for "K" results roll one die: on a 6 the result is a "K", otherwise the result is "15 damage."

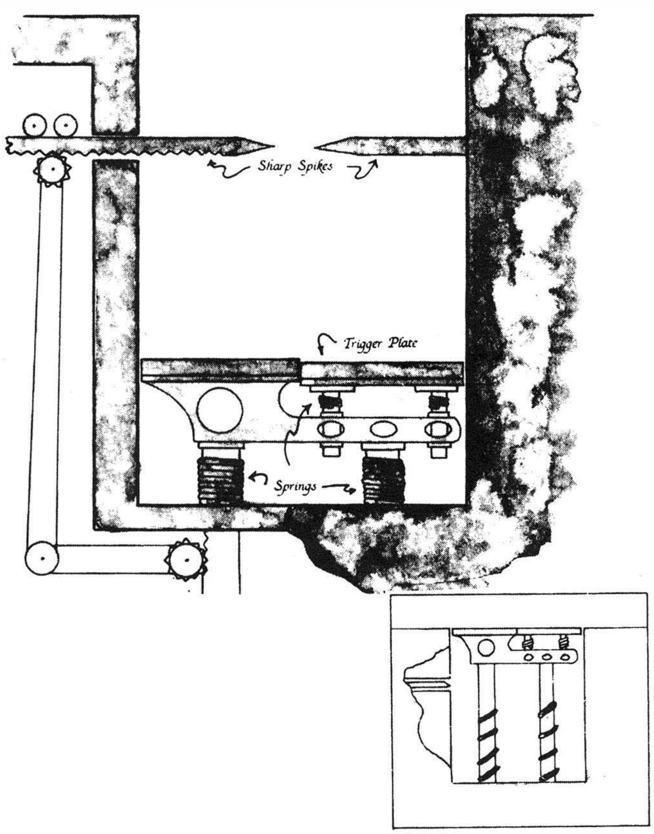
13.7 LOR CONVERSION NOTES

The ***LOR*** tables in Sections 13.4, 13.5, and 13.6 provide you with all the statistical info you need on non-player characters, beasts, and military forces. However, the adventures that comprise the *Palantír Quest* also contain stats for locks, traps, and magical items. The conversion instructions below will enable you to translate ***MERP*** locks into ***LOR*** locks, ***MERP*** traps into ***LOR*** traps, and ***MERP*** items into ***LOR*** items.

13.7.1 LOCKS

MERP locks are described using the difficulty level of the maneuver required to pick the lock together with a numerical modifier. The terms used are the same as those that describe ***LOR*** maneuvers. To convert a ***MERP*** lock to a ***LOR*** lock, simply ignore the numerical ***MERP*** modifier and use the ***LOR*** numbers assigned to the difficulty level on page 5 of the *The Guidelines*. This information is reproduced below:

Difficulty Level	Minimum for Success
Routine	4
Very Easy	5
Easy	6
Light	7
Medium	8
Hard	9
Very Hard	11
Extremely Hard	13
Sheer Folly	15
Absurd	18



Floor Trap

13.7.2 TRAPS

Traps have two components best summarized by two questions: 1) how difficult is it to detect and disarm the trap? and 2) what are the results of triggering the trap?

MERP traps are partially described using the difficulty level of the maneuver required to detect or disarm the trap (two separate maneuvers) together with a numerical modifier. The terms used are the same as those that describe ***LOR*** maneuvers. To convert a ***MERP*** trap to a ***LOR*** trap, ignore the numerical ***MERP*** modifier and use the ***LOR*** number assigned to the difficulty level (shown above).

What happens if a trap is triggered by the adventurers? Sometimes the result can be described without game system stats—for example, perhaps the trap simply sounds an alarm in an adjacent guard hall, in which case the guards are alerted to the presence of intruders. More often, the trap triggers an automated weapon attack (such as that delivered by a spring-loaded crossbow) or a spell.

If the trap triggers a weapon attack, the ***MERP*** attack is described by weapon type and an offensive bonus. To covert the ***MERP*** OB to a ***LOR*** offensive bonus, simply divide the modifier by 5. Then use the result on the ***LOR*** *Combat Table* (page 17 of *The Guidelines*) as usual.

If the trap triggers a spell, then the name of the ***MERP*** spell and the ***MERP*** spell list where that spell appears are given. To convert the ***MERP*** spell into a ***LOR*** spell, look up the ***MERP*** spell list on the chart below which gives the corresponding ***LOR*** spell. (Rarely, the trap triggers a custom spell that exists in neither ***MERP*** nor ***LOR***; in such cases, a specific description of its effects, independent of any system, is given in the text to provide all you need to know to GM the play.)

Open Essence Spells

MERP List	*LOR Spell*
Physical Enhancement	*Balance*
Essence's Ways	*Concentration*
Unbarring Ways	*Speed*
Essence Hand	*Shield*
Spell Ways	*Protection from Magic*
Essence Perceptions	*Concentration*
Illusions	*Camouflage*
Spirit Mastery	*Calm*

Mage Spells

MERP List	*LOR Spell*
Fire Law	*Fire Bolt*
Ice Law	*Fire Bolt*
Earth Law	*Item Analysis*
Light Law	*Fire Bolt*
Wind Law	*Protection from Magic*
Water Law	*Luck*
Lofty Bridge	*Speed*
Living Change	*Strength*

Bard Spells

MERP List	*LOR Spell*
Lore	Concentration
Controlling Songs	*Calm*
Sound Control	*Luck*
Item Lore	*Item Analysis*

Open Channeling Spells

MERP List	*LOR Spell*
Nature's Lore	*Concentration*
Nature's Movement	*Speed*
Spell Defense	*Protection from Magic*
Surface Ways	*Healing*
Protections	*Shield*
Detection Mastery	*Concentration*
Sound/Light Ways	*Fire Bolt*
Calm Spirits	*Calm*

Animist Spells

MERP List	*LOR Spell*
Direct Channeling	*Clairvoyance*
Blood Ways	*Healing*
Bone/Muscle Ways	*Healing*
Organ Ways	*Healing*
Animal Mastery	*Charm Animal*
Plant Mastery	*Camouflage*
Purifications	*Luck*
Creations	*Sustenance*

Ranger Spells

MERP List	*LOR Spell*
Path Mastery	*Concentration*
Moving Ways	*Speed*
Nature's Guises	*Camouflage*
Nature's Ways	*Charm Animal*

13.7.3 MAGIC ITEMS

Most of the treasure found in Middle-earth falls into three broad catagories: weapons, armor, or spell casting enhancement. ***MERP*** describes the capabilities of such items with terms having specific game system definitions. Below, we present these terms with definitions adapted for the ***LOR*** system.

Weapons

Additional Criticals: In MERP combat, serious wounds are represented by critical damage. Normal weapons wielded skillfully can deliver critical damage. Magical weapons sometimes deliver an additional critical: a cold critical, an electrical critical, a grappling critical, a heat critical, an impact critical, a slashing critical, or an unbalancing critical.

In ***LOR***, normal criticals are represented by the **U** and **K** results on the ***LOR*** *Combat Table*. The GM need only referee normal ***LOR*** combat.

Additional criticals—excepting grappling, slashing, and unbalancing—are handled thusly in ***LOR*** combat: upon a **U** or **K** result, for each additional critical a weapon is capable of delivering, roll one D6 die and apply the result to the damage delivered to the target. If the additional critical is labeled as being "equal in severity," roll one die—the result is the number of dice that are rolled to determine the extra damage delivered.

Grappling criticals: Upon a **U** or **K** result, when hit by a weapon that does grappling criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target is not entangled and may act normally; if the result is lower than the total attack roll, the target is entangled and may take no action for the number of rounds equal to the difference between the attacker's total attack roll and the target's Agility maneuver.

For example, Jos Haurl the Easterling throws his enchanted bola at Ulfilas the Northman who is fleeing. Haurl's Missile OB is +3. His bola has an OB of +2 and delivers grappling criticals. Haurl's player rolls the dice for a result of 6. His total attack roll is 3 + 2 + 6 = 11.

*Ulfilas' defense bonus is +2. Additionally, he wears a helmet (see below), which means that **U** results on the* Combat Table *do not knock him out.*

Checking the Table, *we see that Haurl has achieved a **U** result. This means we must also check the result of the grappling ability of the bola.*

Ulfilas' player rolls the dice and gets a 9. The Northman has an Agility bonus of +1, so his total is 10, which is less than Haurl's 11. Thus Ulfilas is entangled and has taken 11 points of damage, but is not unconscious.

Unbalancing criticals: Upon a **U** or **K** result, when hit by a weapon that does unbalancing criticals, the target must roll the dice (2D6) and add his Agility bonus; if the result is equal to or higher than the total attack roll, the target remains on his or her feet and may act normally; if the result is lower than the total attack roll, the target is knocked to the ground and takes damage equal to one die roll.

Slashing criticals: Upon a **U** or **K** result, when hit by a weapon that does slashing criticals, the target must roll one die (1D6); the result is the number of points of damage the target receives at the end of each round due to bleeding.

Of Slaying creatures: Some weapons are described as being *Of Slaying* Orcs or *Of Slaying* Dragons or *Of Slaying* Trolls, etc. Whenever such a weapon is used to attack the creature designated by this description, add +2 to the attack roll on the *Combat Table*. This bonus is cumulative with any bonus present due to Holy virtues (see below). The maximum result is 12.

Of Slaying items: Some weapons are described as being *Of Slaying* swords or *Of Slaying* weapons or *Of Slaying* armor or *Of Slaying* shields, etc. Such weapons perform this destruction under conditions such as "targeting an opponent's weapon" or "if opponent parries" or some other parameters which are explicitly presented. Whenever such a weapon is used to attack the item designated by its description, the attacker should roll on the +6 column of the *Combat Table*. The GM should move the column used to the right for every +1 OB/DB possessed by the target item. If the result of the roll is a **U** or a **K**, the target item is destroyed immediately. Any number results are ignored.

Holy/Unholy weapons: These are weapons possessing the special favor of a Vala or a Maia (pure or fallen). Most have a reputation and are known on sight by their wielders' enemies. Holy weapons act as weapons *Of Slaying* versus all beings aligned with Sauron or Morgoth. Unholy weapons act as weapons *Of Slaying* versus all beings in emnity to Sauron or his evil master. (This bonus is cumulative with any more specific slaying abilities, such as *Of Slaying* undead.)

Armor

MERP armor is usually described as possessing a specific defensive bonus. To convert this ***MERP*** DB into a ***LOR*** defense bonus, simply divide it by 5. Sometimes armor has special capabilities, such as protecting its wearer from specific criticals. Such abilities are usually detailed in words rather than numbers and can be readily applied to any game system.

Helmets: In ***LOR***, combatants who wear helms have an advantage over those who don't. Roll the dice (2D6) when a character wearing a helm receives a **U** result on the *Combat Table*. If the roll is 8 or higher, the character receives damage equal to the attack roll, but remains conscious, unless the damage puts his or her damage total higher than Endurance. Any bonus from a magical helm should be added to the determining dice roll.

Spell Casting Enhancement

Many items that enhance spell casting do so by granting their user specific spells. To convert the spells of such items from ***MERP*** spells to ***LOR*** spells, use the procedure outlined under *Traps* above. Two special types of spell enhancing items are presented below.



Spell adders: Spell adders are normally described as +1 adders or +2 adders or +3 adders. Characters with an adder may cast any one learned spell once a day for every +1 possessed by the adder. (A +2 adder bestows 2 spells; a +3 adder 3 spells.) The caster takes no damage for spells cast using an adder. The caster may not carry more than one adder on his or her person.

Spell multipliers: Spell multipliers are normally described as x2, x3, x4, etc. Characters with a multiplier may reduce the damage taken due to casting a spell as follows: divide the damage taken by the multiplier value. (A character must always take at least 1 point of damage when casting a spell.)

For example, Fire Bolt results normally in 6 points of damage taken. Eun the Dunnish Bard has a x3 multiplier. When she casts a Fire Bolt, she takes only 2 points of damage (6 ÷ 3 = 2).

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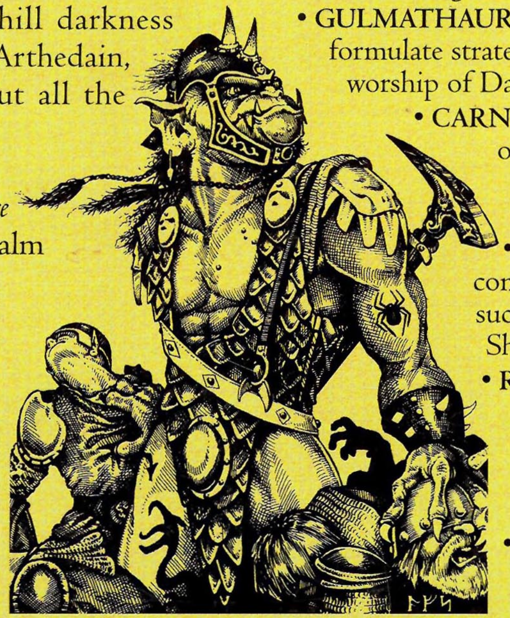
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"For at that time the realm of Angmar arose in the North beyond the Ettenmoors. Its lands lay on both sides of the Mountains, and there were gathered many evil men, and Orcs, and other fell creatures. [The lord of that land was known as the Witch-king, but it was not known until later that he was indeed the chief of the Ringwraiths, who came north with the purpose of destroying the Dúnedain in Arnor, seeing hope in their disunion, while Gondor was strong.]"

—*The Return of the King, Appendix A*

The Iron-home, domain of the Witch-king, is a cold, bleak land roamed by dark-robed Warrior Priests. These sinister wanderers oversee the slaves, soldiery, and Orcish tribes who serve the master of Carn Dûm. Fear is their whip-handle and shadow their wake. The sunshine of Angmar is thin: the bitterness of the climate lodges deep in both the land and its inhabitants. The Iron-home's chill darkness threatens not only neighboring Arthedain, successor kingdom of Arnor, but all the Free Peoples of Middle-earth.

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